

LOADING...



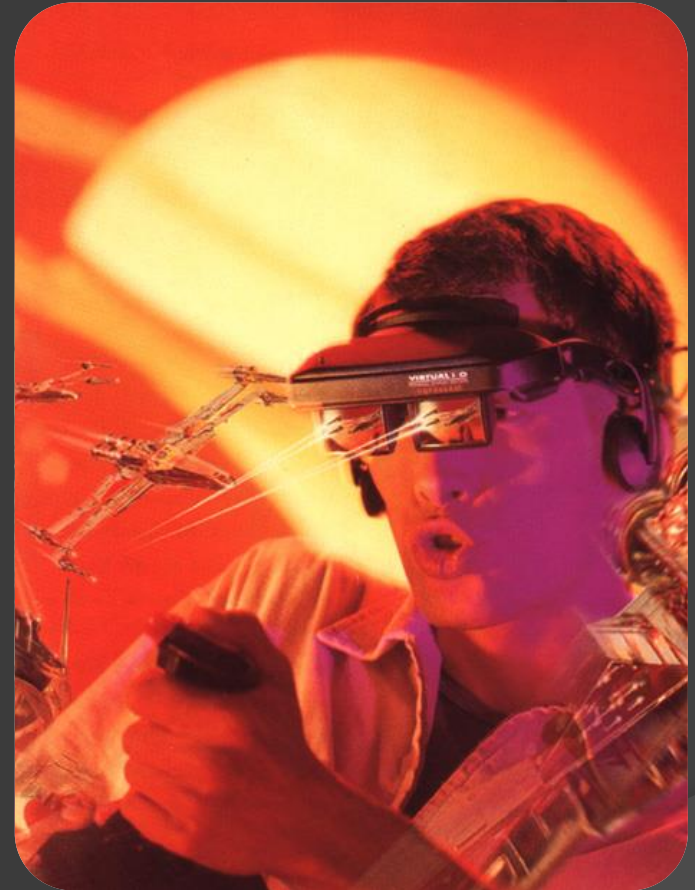
John E. Williamson



20 year Industry Veteran
B.S. and M.S. in Experimental Psychology

Virtual iO

Backed by Logitech and Amiga



Platforms

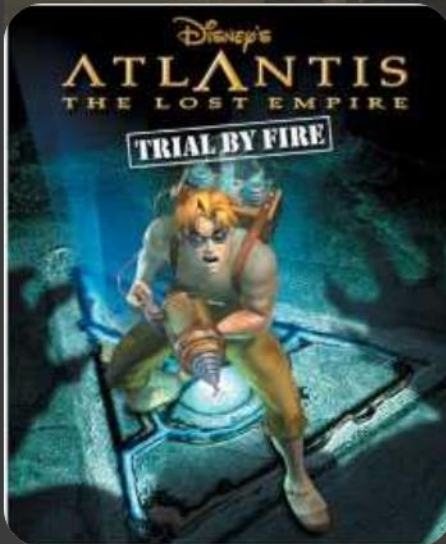
iOS, Android, Wii, PSN, XBLA, PS3, PS1, Xbox 360, Xbox, Dreamcast, Web, PC, VR, Motion Based Ride

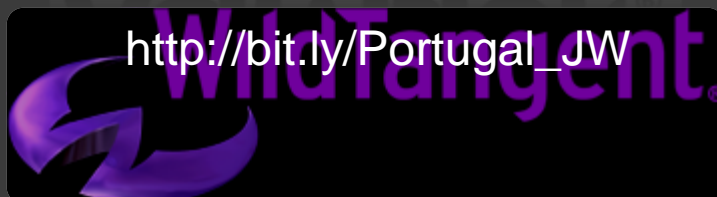
Genres

FPS, RTS, Survival Horror, Arcade/Casual, F2P, MOBA, Simulation

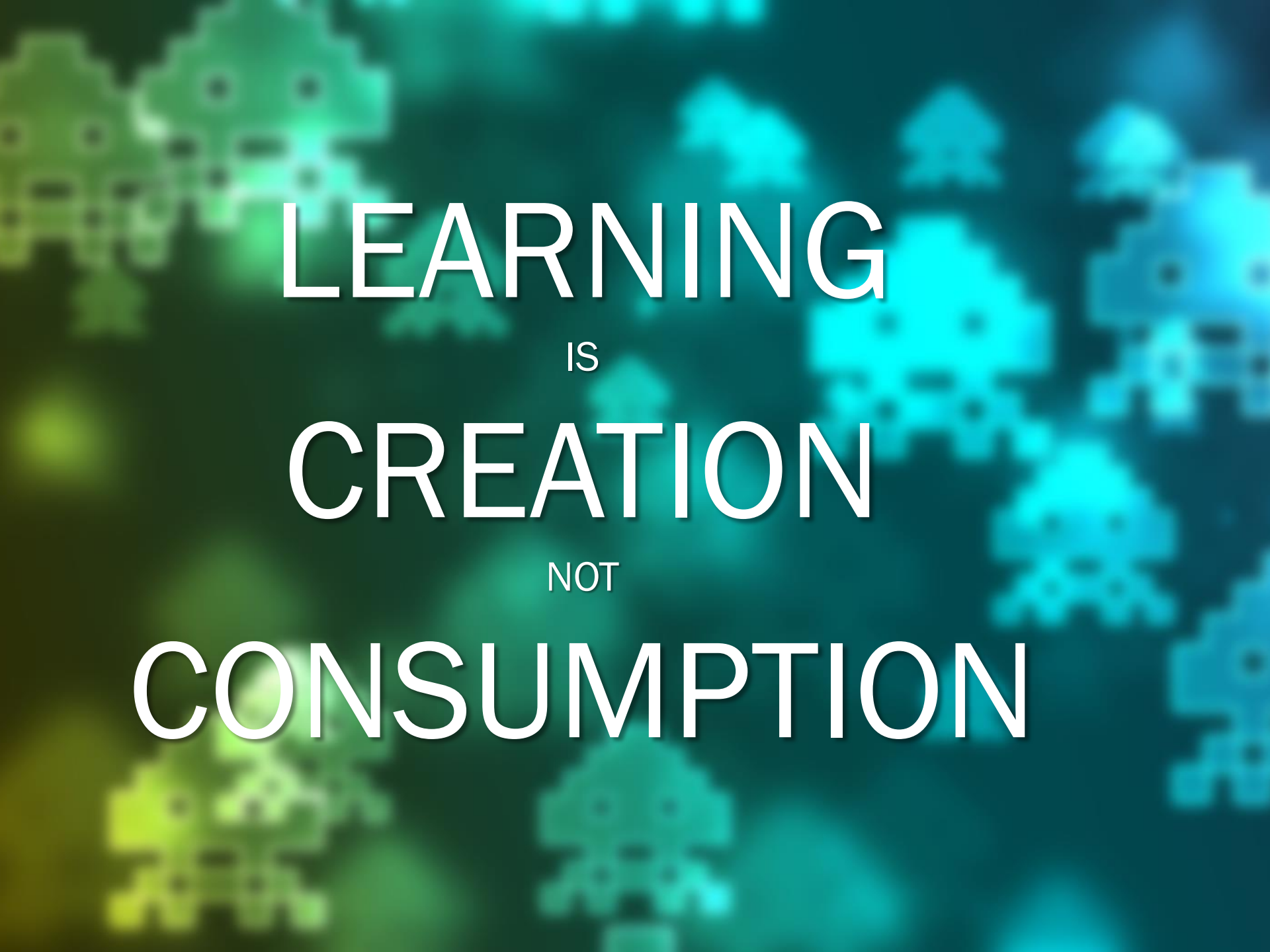


Writer/Producer/Designer





GOAL OF THIS PRESENTATION



LEARNING
IS
CREATION
NOT
CONSUMPTION

“Learning is
creation, not
consumption.
Knowledge is not
something a
learner absorbs,
but something a
learner creates.”



A group of people are sitting at computer desks in a dimly lit room, likely a gaming or computer lab. In the foreground, a person with long dark hair is seen from behind, wearing a purple long-sleeved shirt, with their hand on a computer mouse. To their left, another person is partially visible, wearing a blue shirt. In the background, a man with brown hair and a dark t-shirt is looking towards the camera. Further back, another person is wearing a black baseball cap with a blue logo and large headphones. Several computer monitors are visible, displaying various video games. The central monitor shows a game with a purple and white character in the center, surrounded by smaller icons. To the right, another monitor shows a game with a blue and white character. A white keyboard and a blue mouse are on the desk. A blue pencil case and some papers are also visible on the desk. A white cup with a logo is on the right side of the desk. The text "There is nothing more creative than a video game" is overlaid on the image in a white font on a dark background.

There is nothing more creative than a video game

The goal is not to turn this



Into this



But this.
Engaged, Curious Students



Curiosity

IS THE WICK IN
THE CANDLE OF
LEARNING

William Arthur Ward



**VIDEO GAMES ARE
BAD FOR YOU?**

THAT'S WHAT THEY
SAID ABOUT
ROCK 'N' ROLL

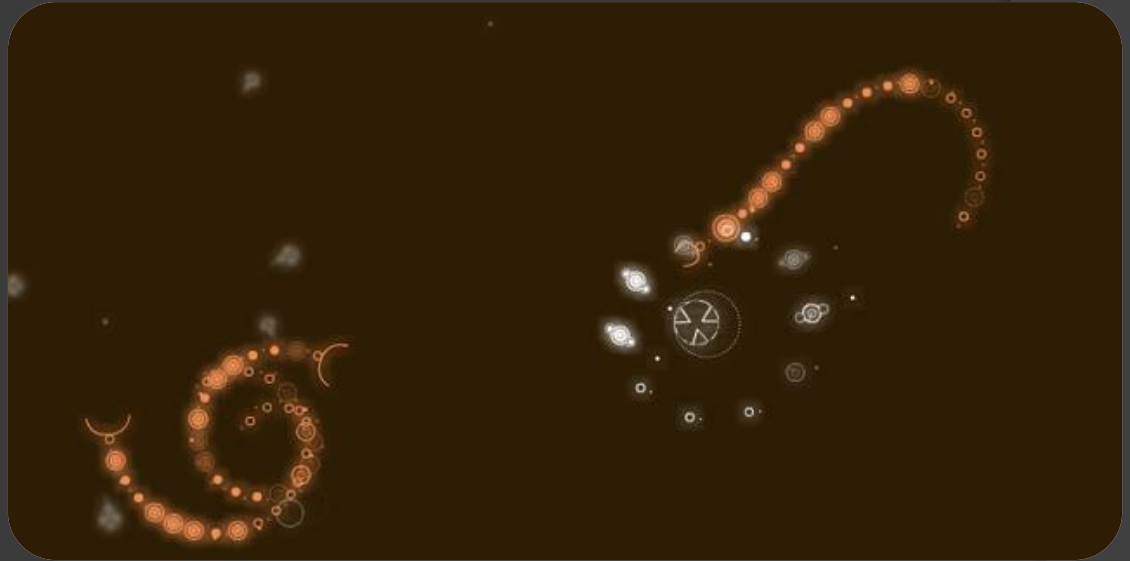
- SHIGERU MIYAMOTO



Video Games are art

Museum of Modern Art

- Pac-Man (1980)
- Tetris (1984)
- Another World (1991)
- Myst (1993)
- SimCity 2000 (1994)
- vib-ribbon (1999)
- The Sims (2000)
- Katamari Damacy (2004)
- EVE Online (2003)
- Dwarf Fortress (2006)
- Portal (2007)
- flOw (2006)
- Passage (2008)
- Canabalt (2009)



Video Games are art

US Supreme Court



Tech » Gadgets | Cyber Security | Innovation Nation

Supreme Court sees video games as art



By John D. Sutter, CNN

June 27, 2011 8:33 p.m. EDT | Filed under: [Gaming & Gadgets](#)



The "God of War" games from Sony are considered violent, but the Supreme Court says such games still have protection as art.

STORY HIGHLIGHTS

- Supreme Court rules against California ban on violent video game sales to minors
- A sub-point of majority opinion: Video games are art
- The court says games deserve First Amendment protections
- The fact that they are "interactive" does not change their nature, court says

(CNN) -- Maybe it helps for the nation's highest court to say it, too?

Video games are art, and they deserve the exact same First Amendment protections as books, comics, plays and all the rest, the U.S. Supreme Court said Monday in a ruling about the sale of violent video games in California.

California had tried to argue that video games are inherently different from these other mediums because they are "interactive." So if a kid has to pick up a controller and hit the B button -- over and over again until he starts to get thumb arthritis -- to kill a person in a video game, that's different from reading about a similar murder, the state said.

STORY TELLING



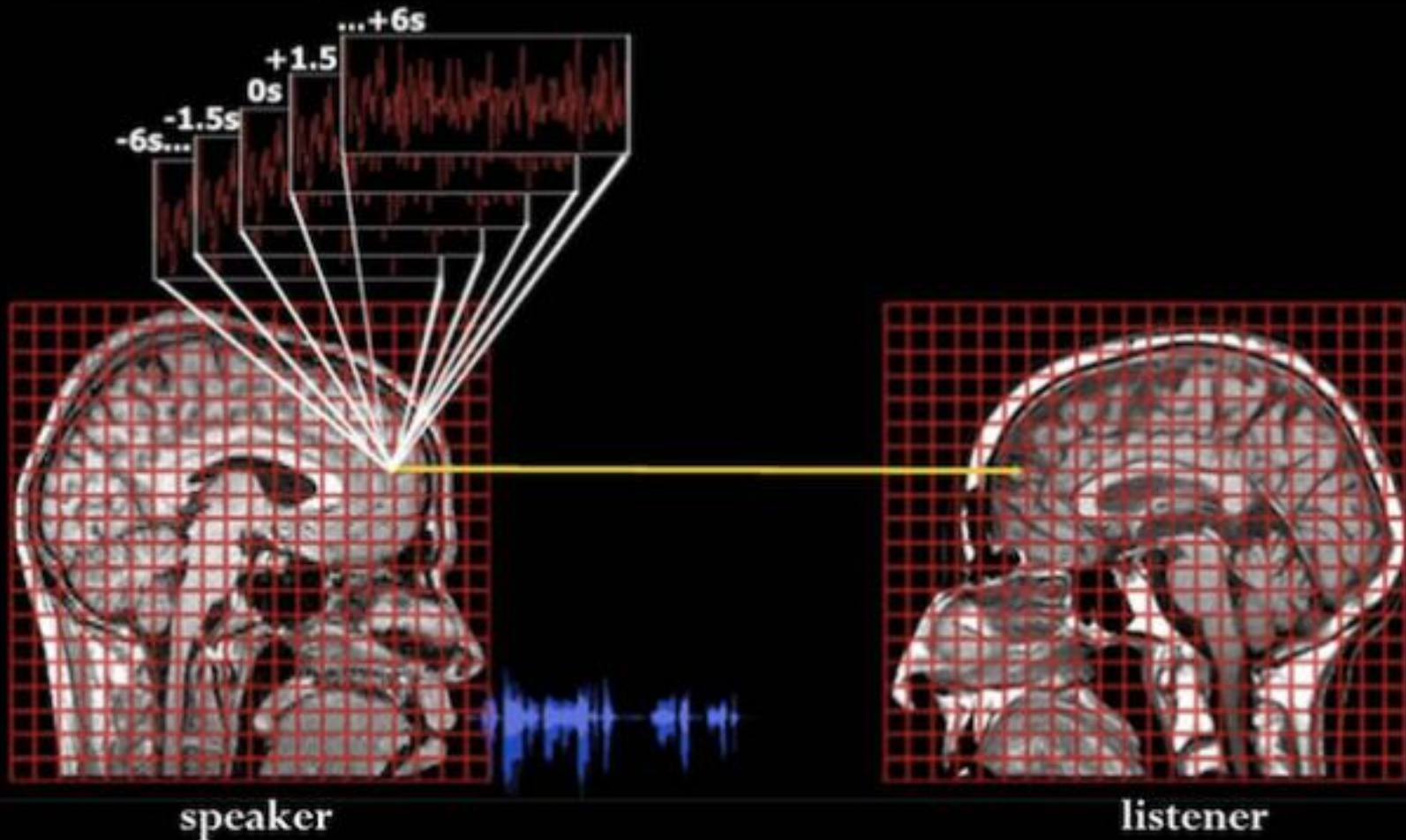
Video Games are not just art, the are the highest form of art we have yet created.

Art has always been about telling stories.



We are evolved for story telling
Similar parts of the brain light up.

B Neural Coupling Model



Climbing Mt. Rainier





Columbia Crest 14,411'

"High Break" 13,500'

12,300'
Disappointment
Cleaver

11,200'
The "Flats"
Emmons
Glacier

Ingraham
Glacier

Cathedral Gap

Cowlitz
Glacier

Camp Muir 10,030'

The Disappointment











HOW STORYTELLING AFFECTS THE BRAIN

NEURAL COUPLING

A story activates parts in the brain that allows the listener to turn the story in to their own ideas and experience thanks to a process called neural coupling.

MIRRORING

Listeners will not only experience the similar brain activity to each other, but also to the speaker.



DOPAMINE

The brain releases dopamine into the system when it experiences an emotionally-charged event, making it easier to remember and with greater accuracy.

CORTEX ACTIVITY

When processing facts, two areas of the brain are activated (Broca's and Wernicke's area). A well-told story can engage many additional areas, including the motor cortex, sensory cortex and frontal cortex.

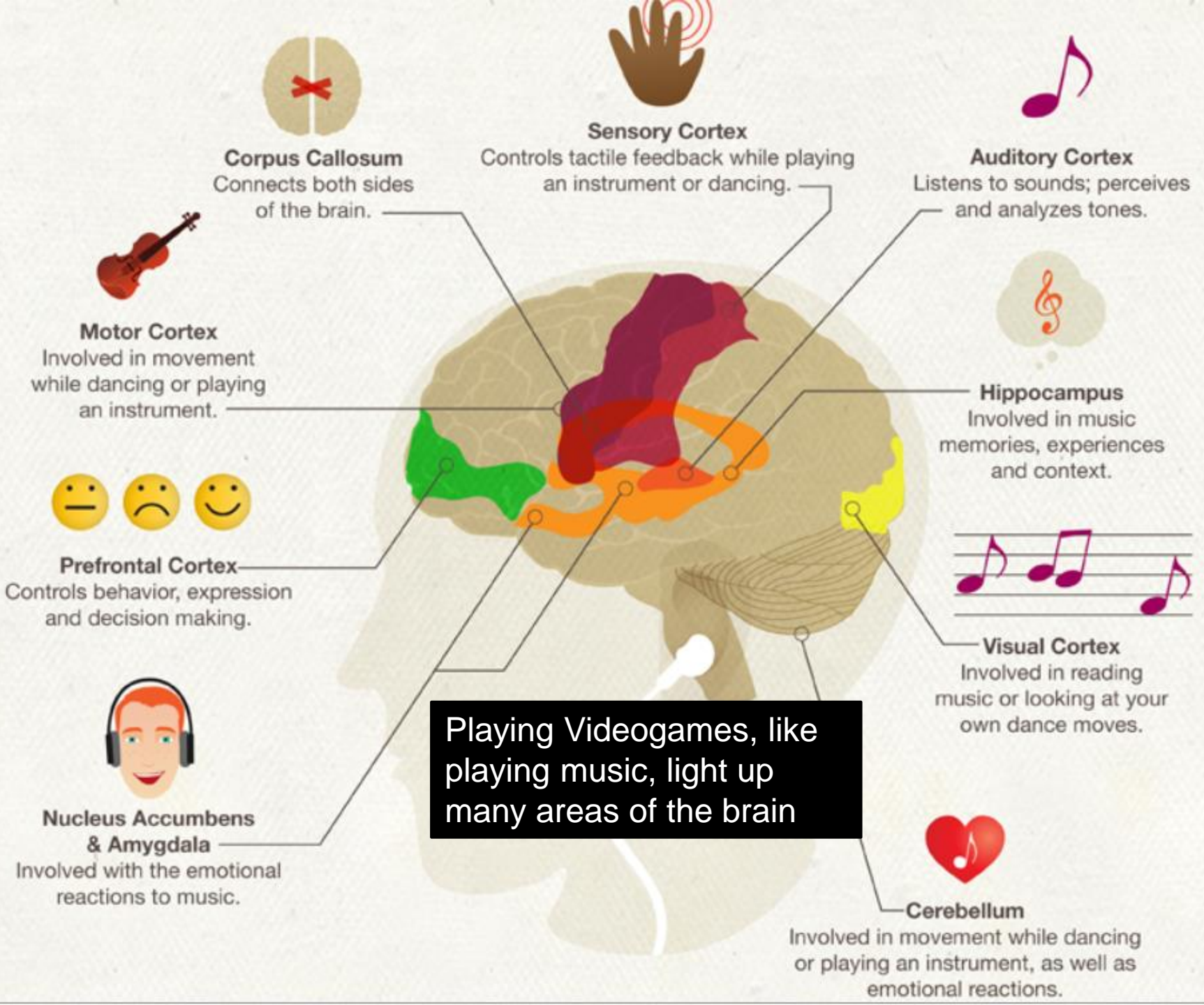
To get empathy for a character, you need choices. Empathy can release Oxytocin

Emotion
Empathy
Cognitive Connection

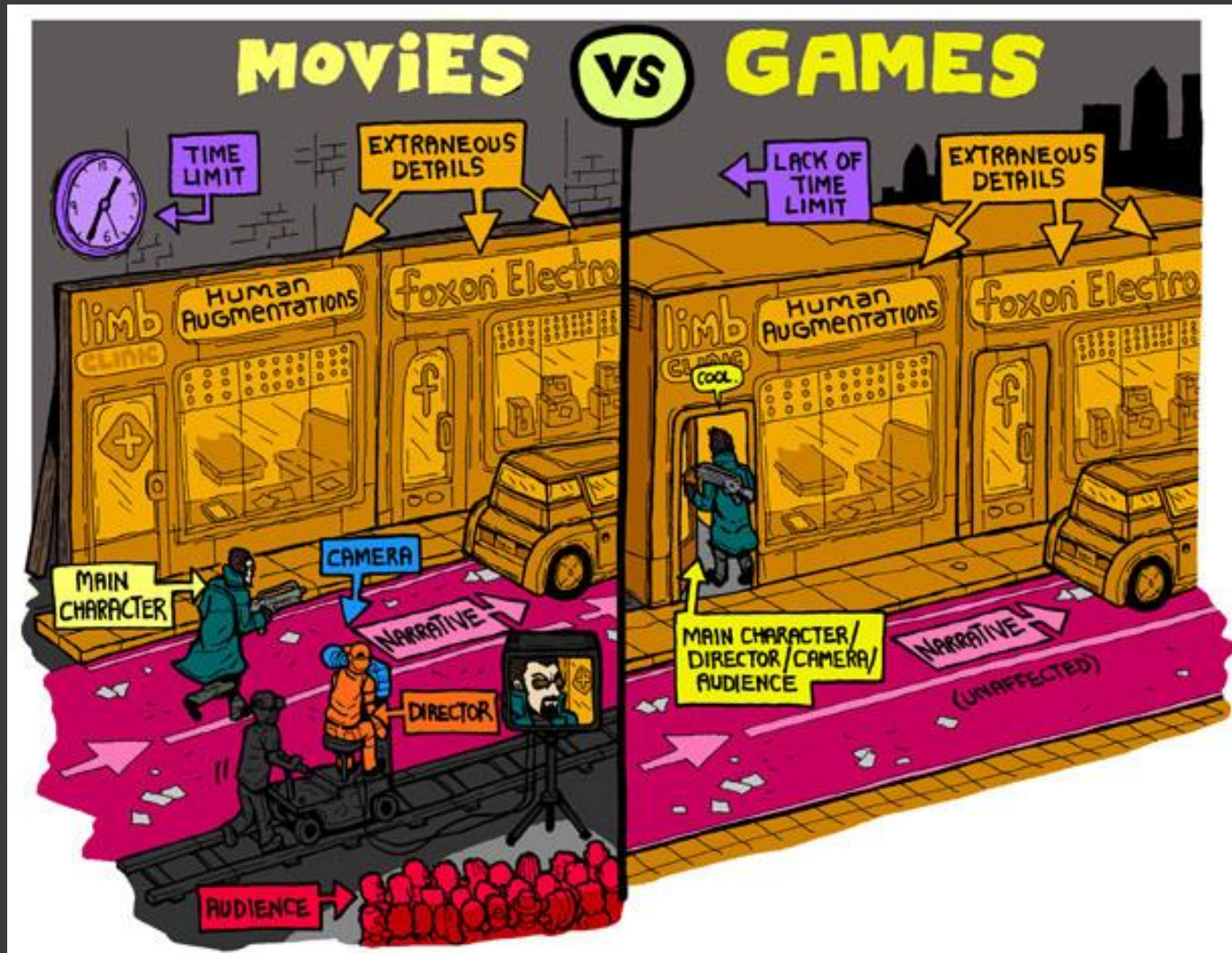


Random Reinforcement = Dopamine Hit
Games have random loot tables





Video Games Allow Better Stories



Video Games Allow Better Stories

The Lessons Learned

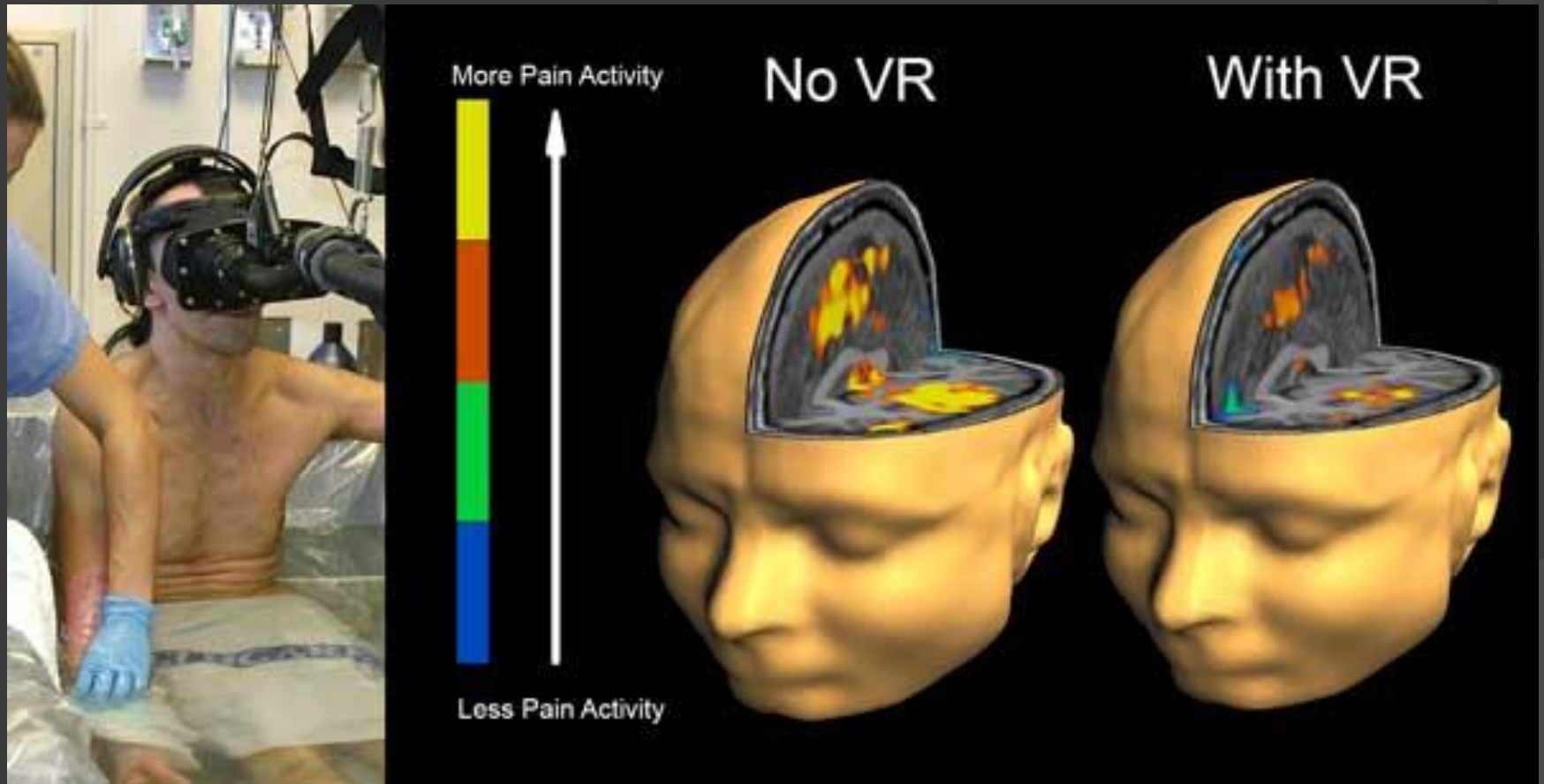
What I recall from the same story in 3 different mediums



VR Games Change Pain Perception

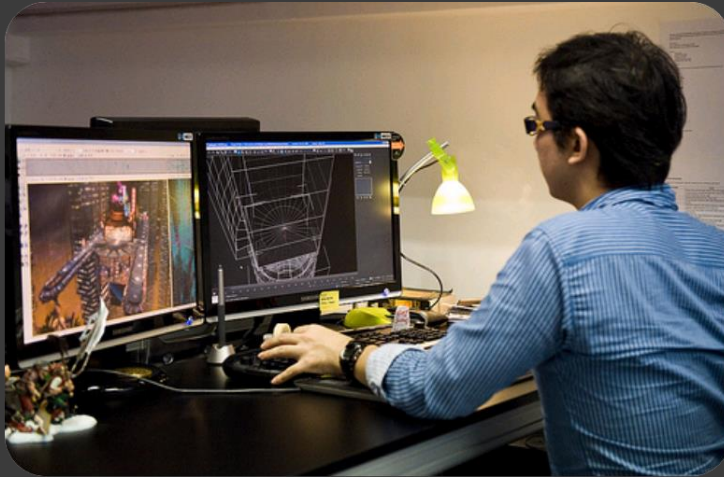


VR Games Change Pain Perception

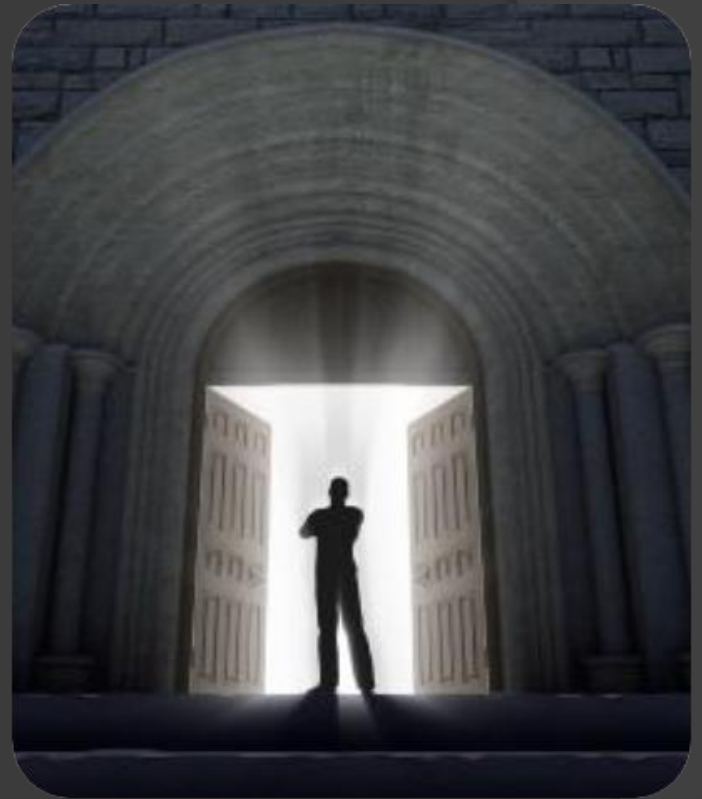


GAMES PRODUCTION

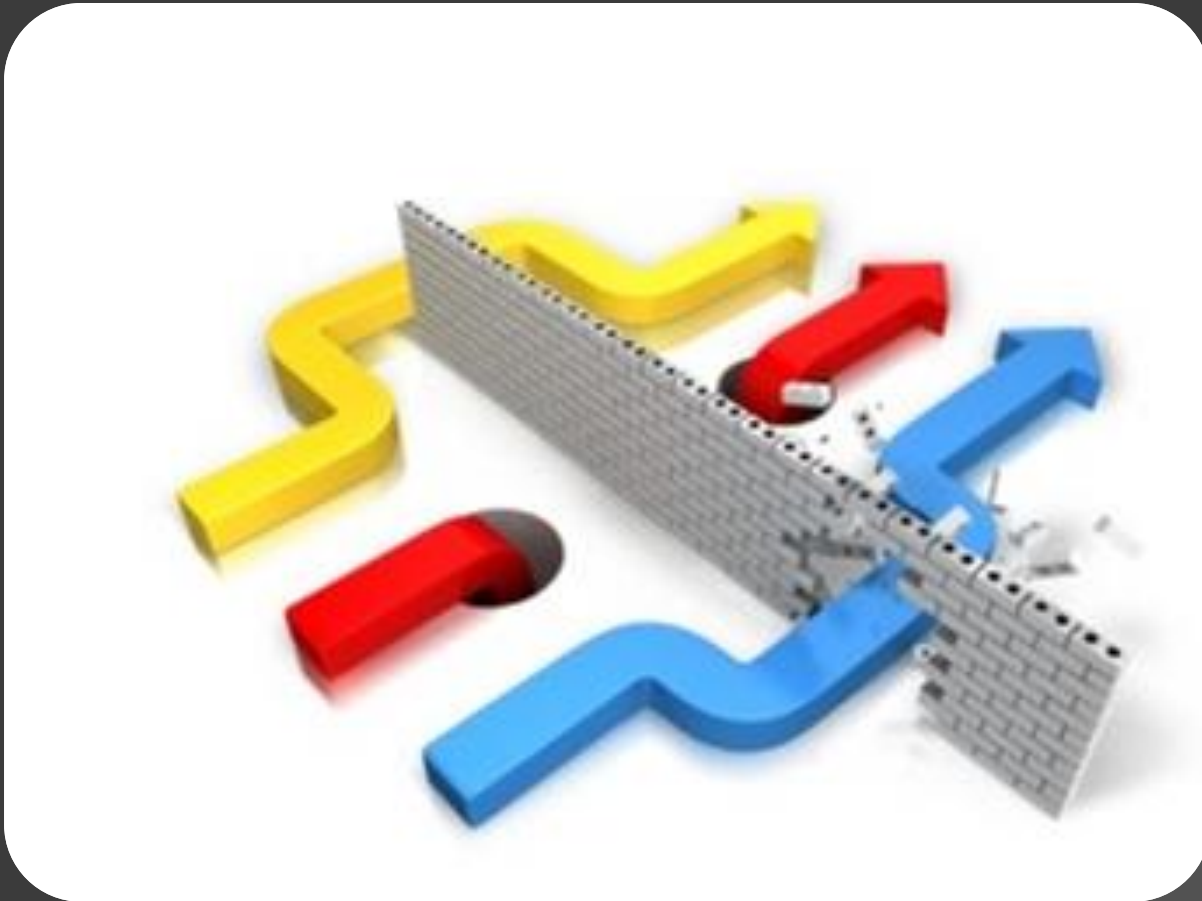
Barriers to Entry



Hardware
Software
Distribution
Licensed Developer
Training
Financing



No Barriers to Entry
Every tool is free



Game Developers

- Designer
- Producer
- Programmer
- Artists 2D/3D
- Audio
- QA
- Publisher
- PR



Doors



Game Developers



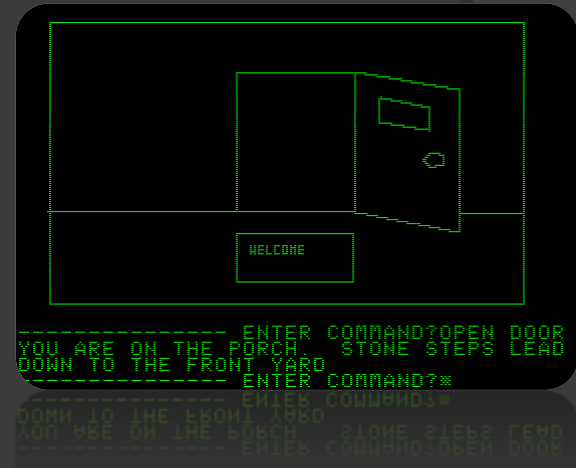
⦿ Designer

- ⦿ Are there doors in your game?
 - Can the player open them?
 - Can the player open every door in the game?
- ⦿ Or are some doors for decoration?
 - How does the player know the difference?
 - Are doors you can open green and ones you can't red?
 - Is there trash piled up in front of doors you can't use?
 - Did you just remove the doorknobs and call it a day?
- ⦿ Can doors be locked and unlocked?
 - What tells a player a door is locked and will open, as opposed to a door that they will never open?
 - Does a player know how to unlock a door? Do they need a key?
 - To hack a console?
 - To solve a puzzle?
 - To wait until a story moment passes?
- ⦿ Are there doors that can open but the player can never enter them?
- ⦿ Where do enemies come from?
 - Do they run in from doors?
 - Do those doors lock afterwards?

Game Developers

⦿ Designer

- ⦿ How does the player open a door?
 - Do they just walk up to it and it slides open?
 - Does it swing open?
 - Does the player have to press a button to open it?
- ⦿ Do doors lock behind the player?
- ⦿ What happens if there are two players?
 - Does it only lock after both players pass through the door?
 - What if the level is REALLY BIG and can't all exist at the same time?
 - If one player stays behind, the floor might disappear from under them. What do you do?
 - Do you stop one player from progressing any further until both are together in the same room?
 - Do you teleport the player that stayed behind?
- ⦿ What size is a door?
- ⦿ Does it have to be big enough for a player to get through one at a time or both?
- ⦿ What about co-op players?
 - What if player 1 is standing in the doorway – does that block player 2?
 - What about allies following you?
 - How many of them need to get through the door without getting stuck?
- ⦿ What about enemies? Do mini-bosses that are larger than a person also need to fit through the door?



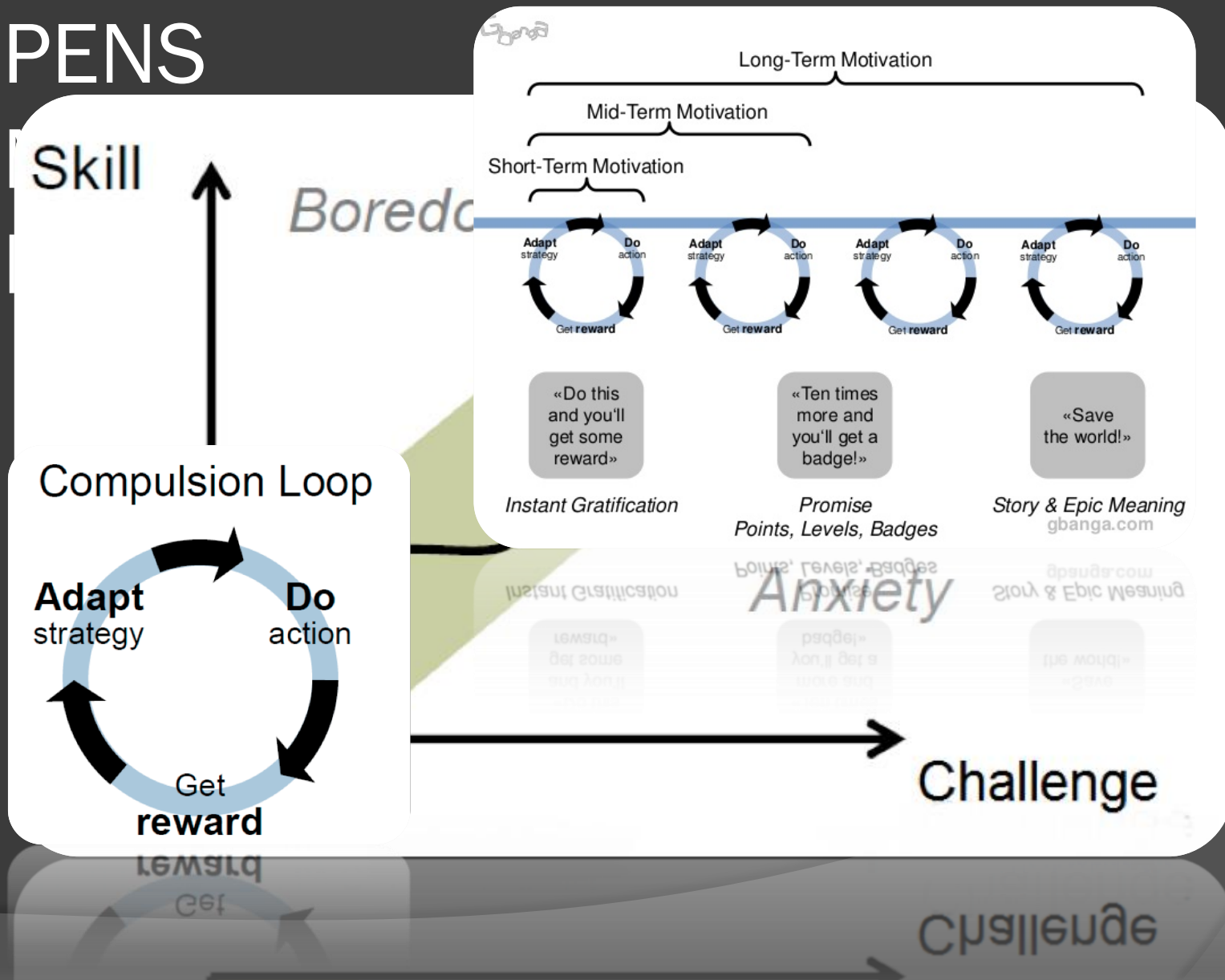
What Professions Worked On That Game?

⦿ Designers

- Game Designers
- Level Designers
- Art Designers
- UX Designers

Game Theory: What Is Fun?

PENS



What Professions Worked On That Game?

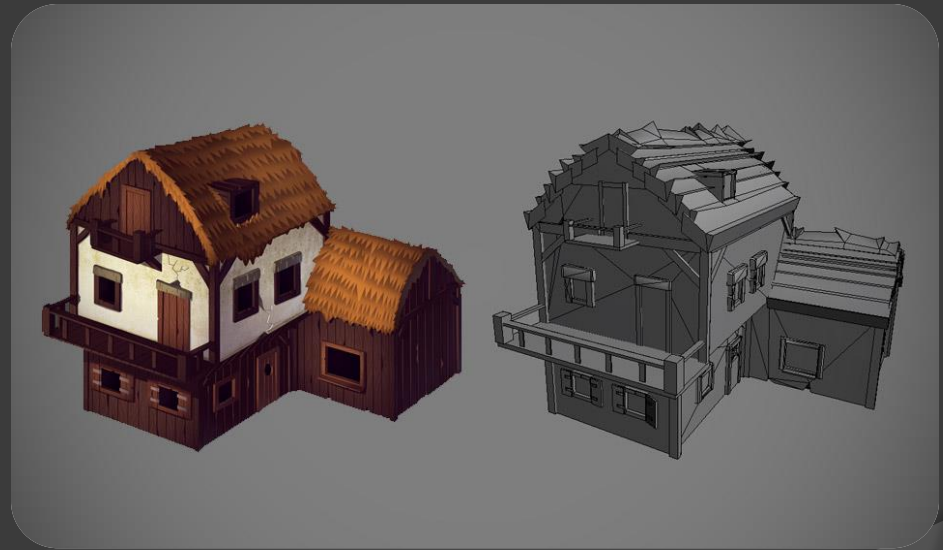
- ◎ Programmers (make the door open)
 - AI
 - Physics
 - Graphics
 - Rendering
 - Tools
 - Gamellogic
 - Menu



What Professions Worked On That Game?

- Artist (make the door)

- 2D Artists (concept art)
- Menu Artists
- 3D Artists
- SFX Artists
- Texture Artists
- Animators
- Character modelers
- Level Builders



What Professions Worked On That Game?

- Musicians (give the door sound)
 - Composers
 - Sound FX
 - Menu
 - Voice Overs (actors)



What Professions Worked On That Game?

- ◉ Writers (tell the player how to open door)
 - Story
 - Dialogue
 - Loading Screens/Menus





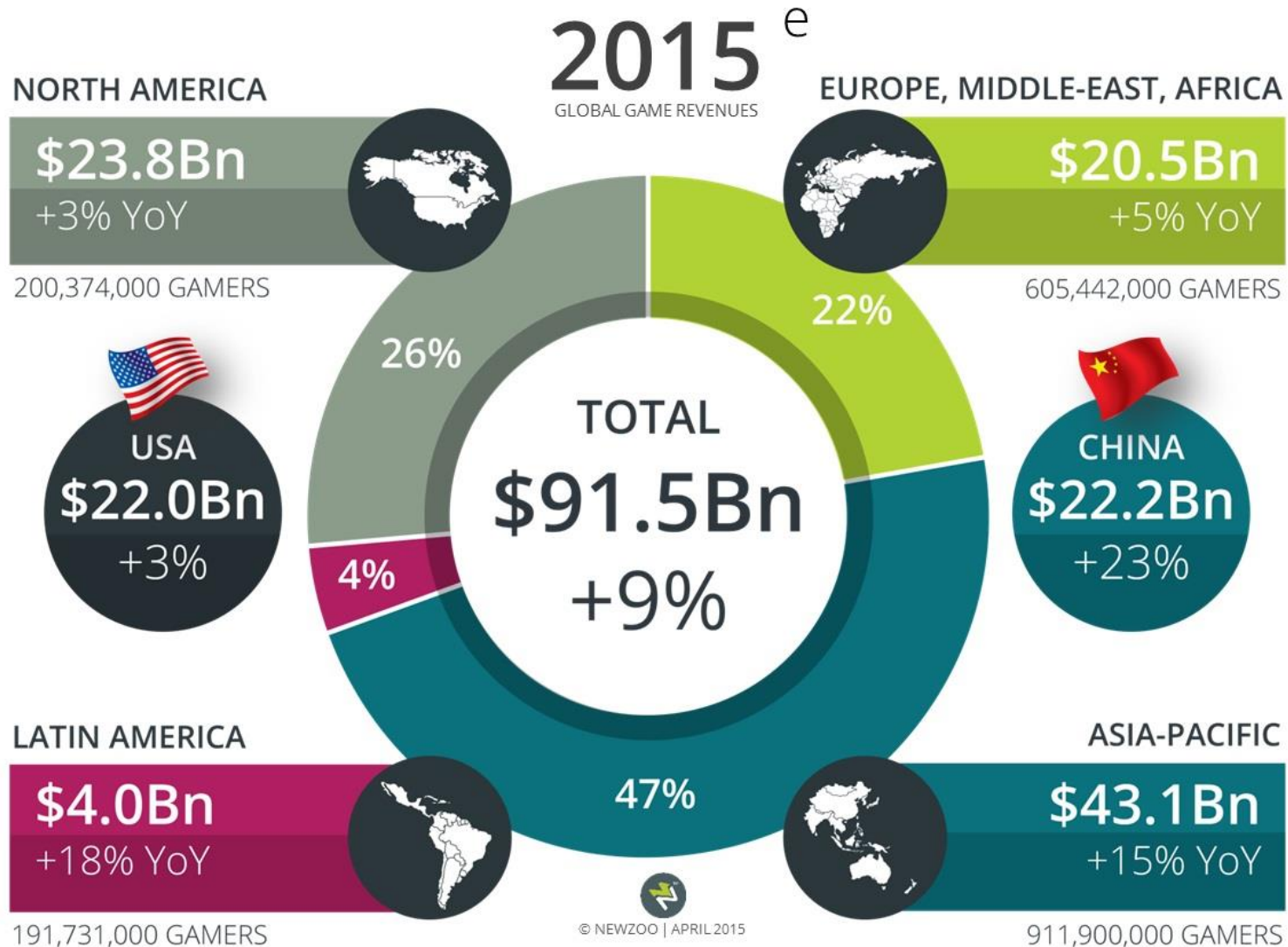
- Creative Director: “Yes, we definitely need doors in this game.”
- Project Manager: “I’ll put time on the schedule for people to make doors.”
- Designer: “I wrote a doc explaining what we need doors to do.”
- Concept Artist: “I made some gorgeous paintings of doors.”
- Art Director: “This third painting is exactly the style of doors we need.”
- Environment Artist: “I took this painting of a door and made it into an object in the game.”
- Animator: “I made the door open and close.”
- Sound Designer: “I made the sounds the door creates when it opens and closes.”
- Audio Engineer: “The sound of the door opening and closing will change based on where the player is and what direction they are facing.”
- Composer: “I created a theme song for the door.”
- FX Artist: “I added some cool sparks to the door when it opens.”
- Writer: “When the door opens, the player will say, ‘Hey look! The door opened!’ “
- Lighter: “There is a bright red light over the door when it’s locked, and a green one when it’s opened.”
- Legal: “The environment artist put a Starbucks logo on the door. You need to remove that if you don’t want to be sued.”
- Gameplay Programmer: “This door asset now opens and closes based on proximity to the player. It can also be locked and unlocked through script.”
- AI Programmer: “Enemies and allies now know if a door is there and whether they can go through it.”
- Network Programmer: “Do all the players need to see the door open at the same time?”
- Release Engineer: “You need to get your doors in by 3pm if you want them on the disk.”

- ◉ Release Engineer: “You need to get your doors in by 3pm if you want them on the disk.”
- ◉ Core Engine Programmer: “I have optimized the code to allow up to 1024 doors in the game.”
- ◉ Tools Programmer: “I made it even easier for you to place doors.”
- ◉ Level Designer: “I put the door in my level and locked it. After an event, I unlocked it.”
- ◉ UI Designer: “There’s now an objective marker on the door, and it has its own icon on the map.”
- ◉ Combat Designer: “Enemies will spawn behind doors, and lay cover fire as their allies enter the room. Unless the player is looking inside the door in which case they will spawn behind a different door.”
- ◉ Systems Designer: “A level 4 player earns 148xp for opening this door at the cost of 3 gold.”
- ◉ Monetization Designer: “We could charge the player \$.99 to open the door now, or wait 24 hours for it to open automatically.”
- ◉ QA Tester: “I walked to the door. I ran to the door. I jumped at the door. I stood in the doorway until it closed. I saved and reloaded and walked to the door. I died and reloaded then walked to the door. I threw grenades at the door.”
- ◉ UX / Usability Researcher: “I found some people on Craigslist to go through the door so we could see what problems crop up.”
- ◉ Localization: “Door. Puerta. Porta. Porte. Tür. Dør. Deur. Drzwi. Drws. 문”
- ◉ Producer: “Do we need to give everyone those doors or can we save them for a pre-order bonus?”
- ◉ Publisher: “Those doors are really going to help this game stand out during the fall line-up.”
- ◉ CEO: “I want you all to know how much I appreciate the time and effort put into making those doors.”
- ◉ PR: “To all our fans, you’re going to go crazy over our next reveal #gamedev #doors #nextgen #retweet”
- ◉ Community Manager: “I let the fans know that their concerns about doors will be addressed in the upcoming patch.”
- ◉ Customer Support: “A player contacted us, confused about doors. I gave them detailed instructions on how to use them.”
- ◉ Player: “I totally didn’t even notice a door there.”

**GAMES ARE HUGE
TO YOUR STUDENTS**

The Global Games Market | 2015^e

Per Region | US and China Competing for Number 1



2015-2019 GLOBAL GAMES MARKET

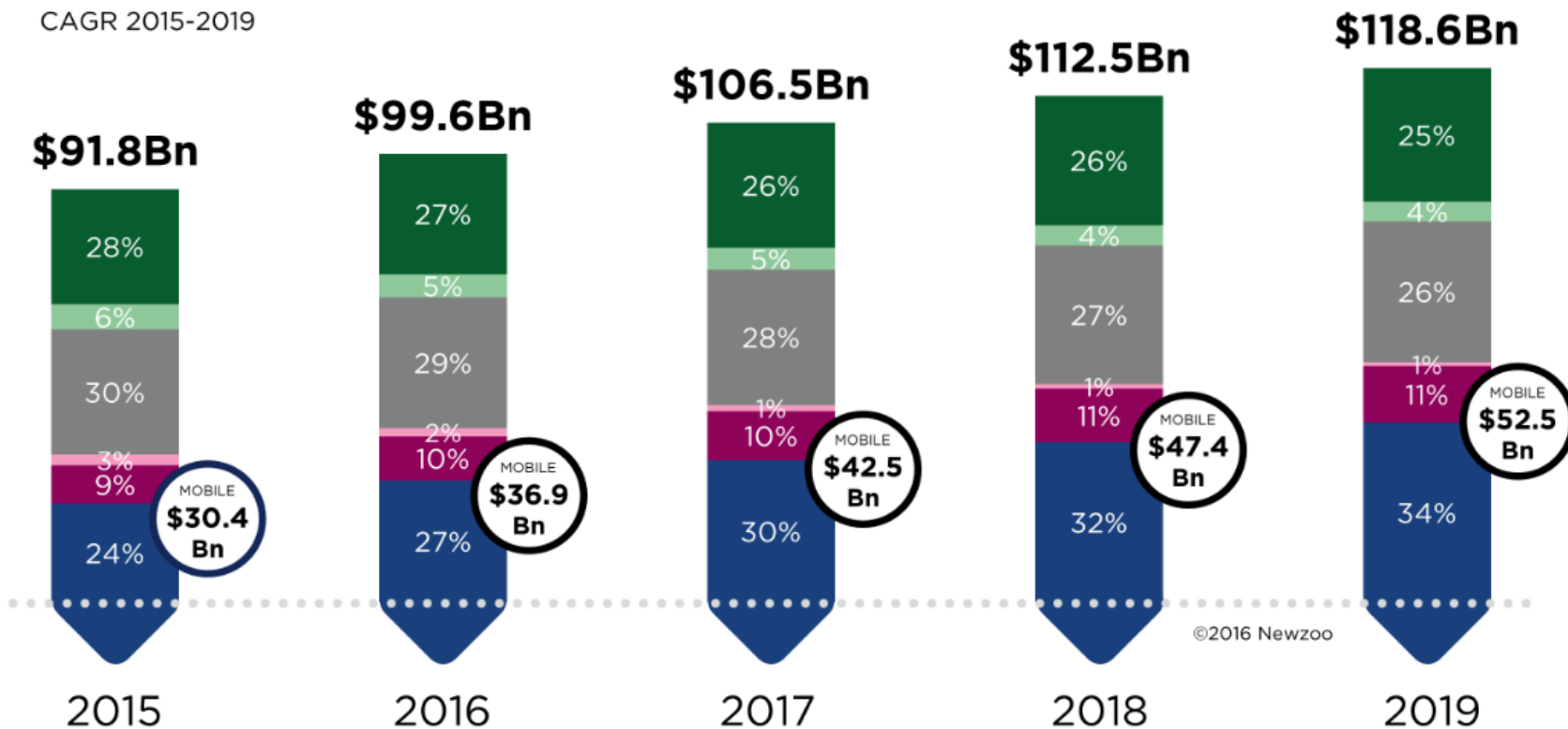
FORECAST PER SEGMENT TOWARD 2019

TOTAL MARKET

+6.6%

CAGR 2015-2019

● Smartphone
 ● Tablet
 ● Handheld
 ● TV/Console
 ● Casual Webgames
 ● PC/MMO



©2016 Newzoo

Source: ©Newzoo | Q2 2016 Update | Global Games Market Report Premium

newzoo.com/globalreportpremium/

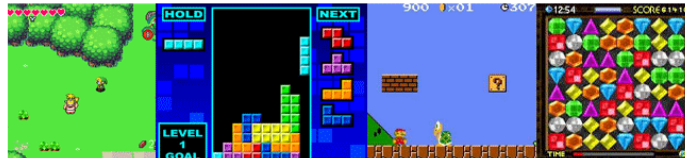
newzoo

RESOURCES: GAME ENGINES

Sorting Hat

- www.sortingh.at
- Help decide which engine to use

What kind of game do you want to make?



Something 2D like Zelda, Mario, Bejeweled, or any other 2D game not listed below



Something 3D like Skyrim, Forza, or Mass Effect



An RPG like Final Fantasy 6

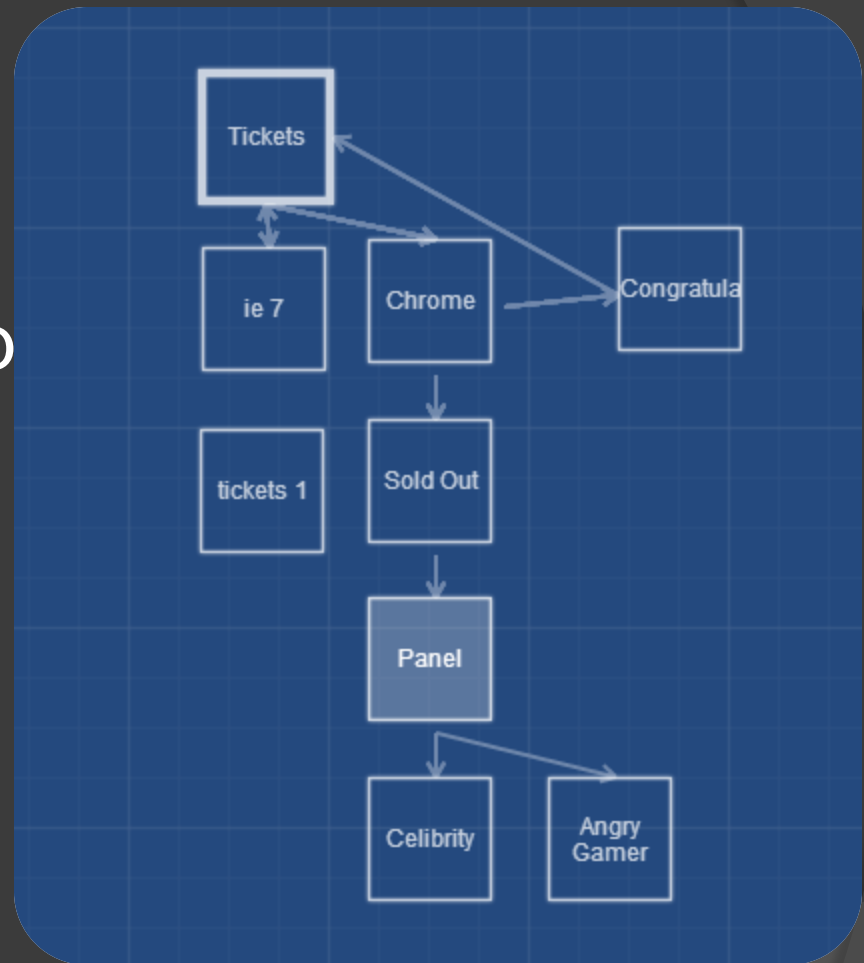
Text Game

Simple Graphics

Simple to Complex Op

- Difficult to Share

Advice: Plan Ahead



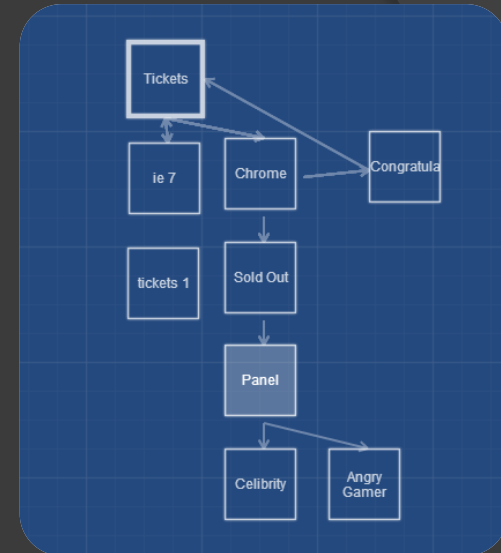
TWINERY.ORG

Free

Simple Graphics

Simple to Complex Options

- Difficult to Share



Gamepress

iPad: Free

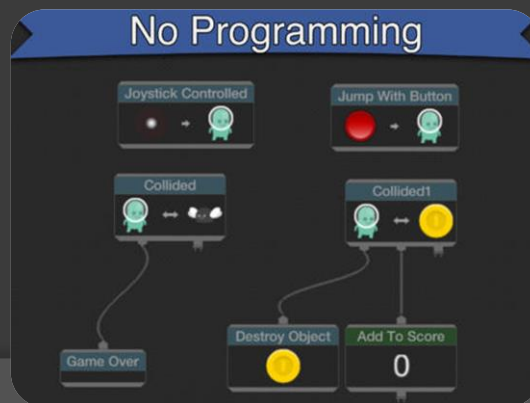
Complete Graphical Object Programming Tool
Chest

No Typing Required

Make Complete Games

(score, lives, jumping, shooting, levels, etc.)

Use your own art.



Sploder.com

Web: Free

Make Your Own Games

Existing Templates

(platformer, topdown shooter, Angry Birds/Physics games)

Complete Tool Chest, but restrictions.

Can't import art



Scratch.mit.edu

Web: Free

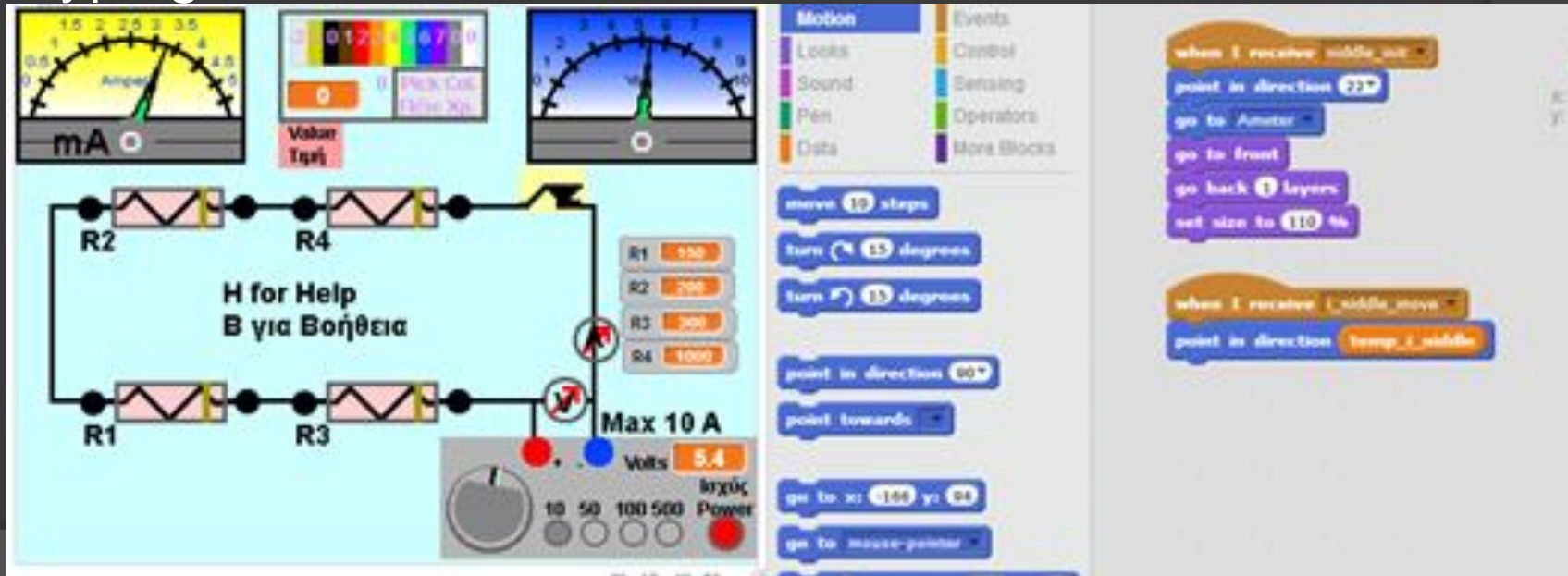
Robust Graphical Object Programming

Extremely Flexible

Great Tutorials, Books, Lesson Plans

2D Only

No Typing



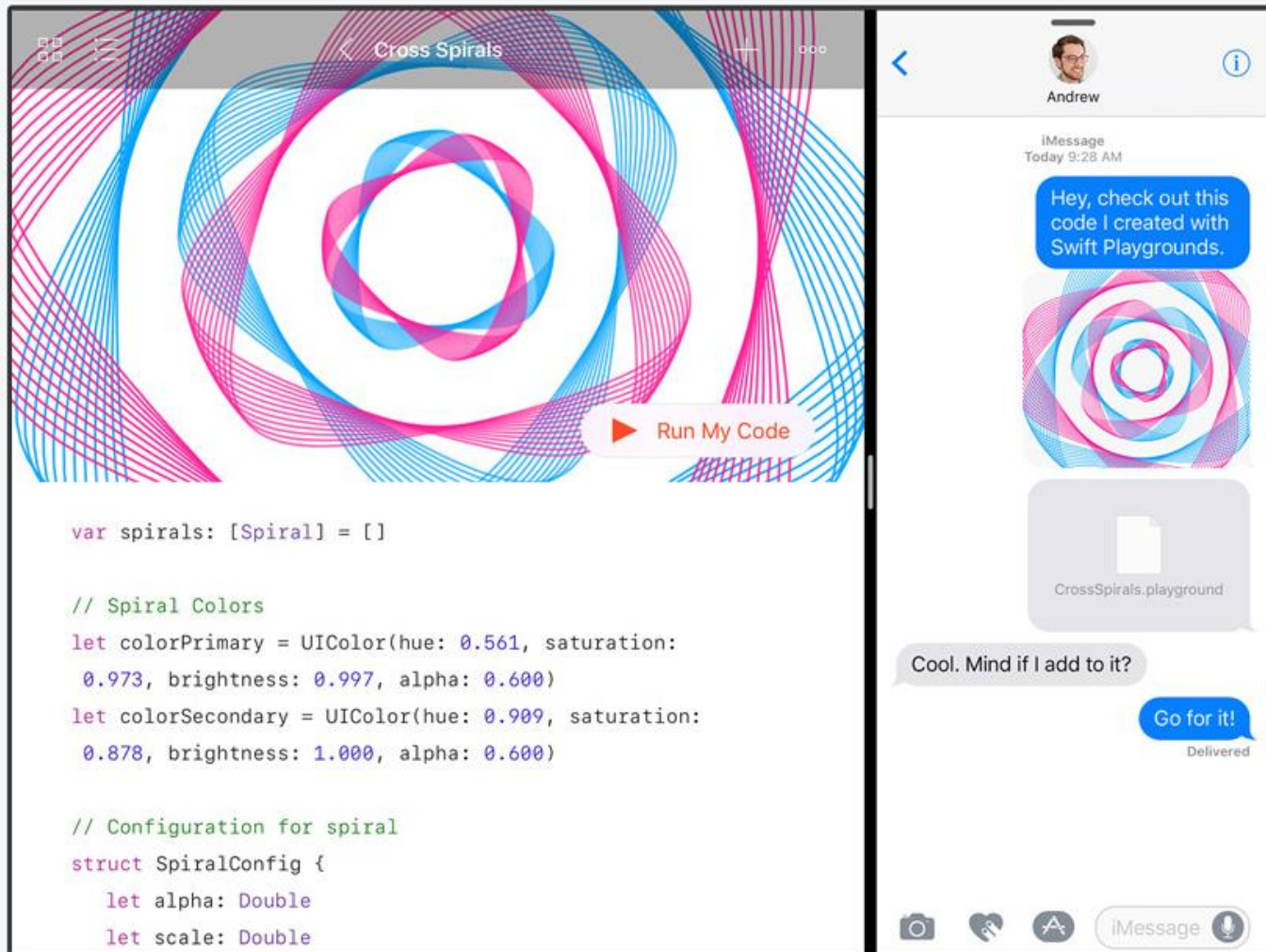
Swift Playgrounds From Apple

- Not a popular language
- But will run on all Apple products
- Designed to be concise and “resilient”
- New iPad support due this Fall



Swift Playgrounds

Integrated lessons



Swift Playgrounds

Challenges, Tests



Logical Labyrinth



Challenge: Use the AND, OR, and NOT operators to navigate Byte through the world.

Each of these operators influences the way your conditional code runs:

- The **NOT operator (!)** inverts a **Boolean** value, saying, "if NOT this condition, do this".
- The **AND operator (&&)** combines two conditions and runs the code only if *both* are true.
- The **OR operator (||)** combines two conditions and runs the code if *at least one* is true.

Solve the challenge by choosing the operators that will work best so that Byte collects all the gems and toggles open the switches.

```
for i in 1...6 {  
    moveForward()  
    if isOnClosedSwitch && isBlocked {  
        toggleSwitch()  
        turnLeft()  
        moveForward()  
    }  
}
```

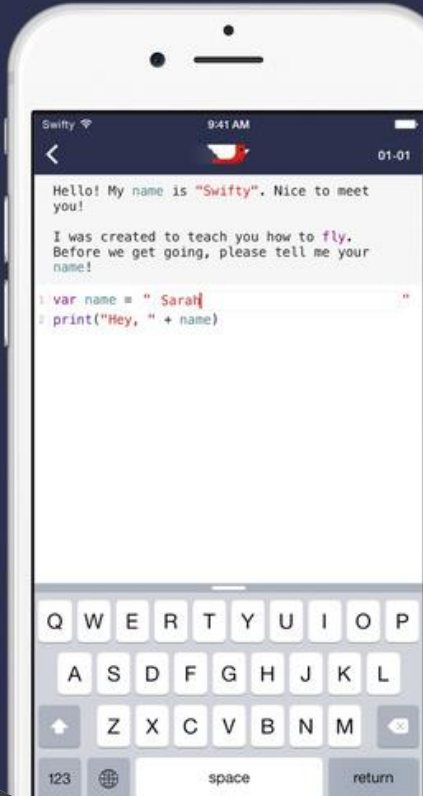


Swifly

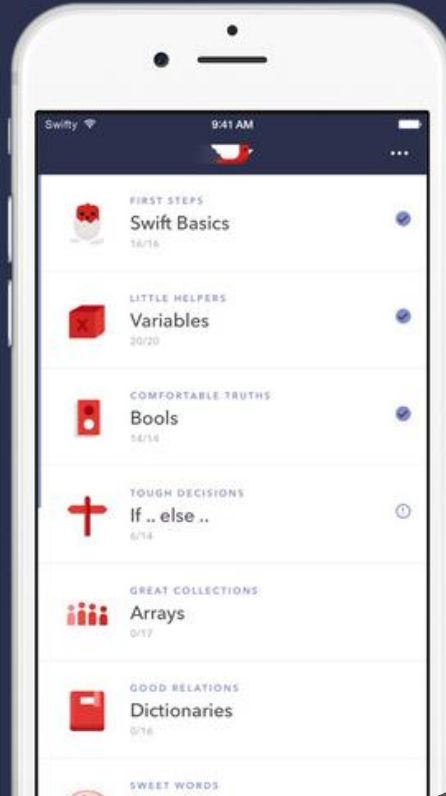
iPhone/iPad, out now



Learn how to code in Swift 2!



From the very basics to Closures



Gamemaker

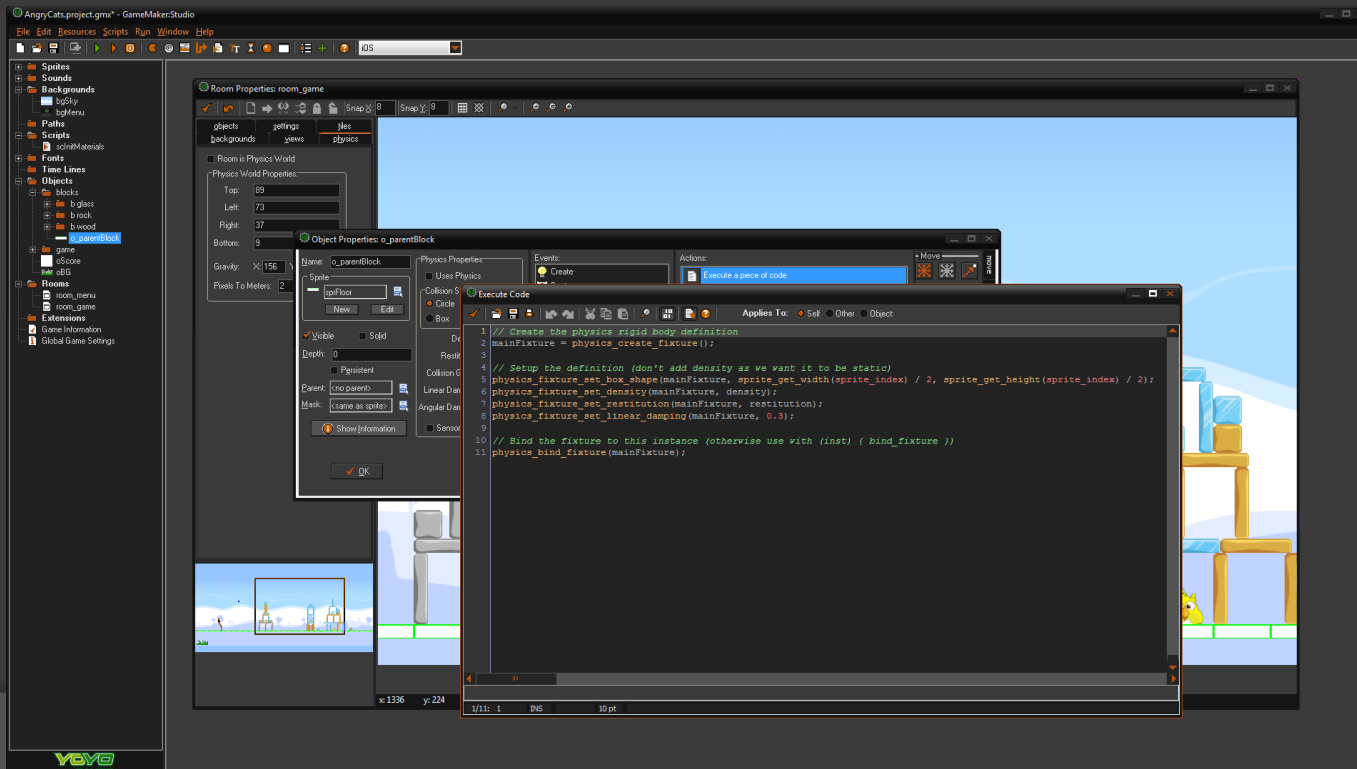
PC (Mac not supported) \$50-\$800

Graphical Object Programming and “Real” Code

Very Robust, Built for Games

Can Publish to iOS, Android, PC,

Not as Easy as Stencyl



Unity3D

PC Essentially Free -

“Real” Dev Tool, No Hand Holding

Very Robust, Built for Games including 3D

Can Publish to iOS, Android, PC, Wii, PSN, XBLA and more

Professional Development Tool



Unreal



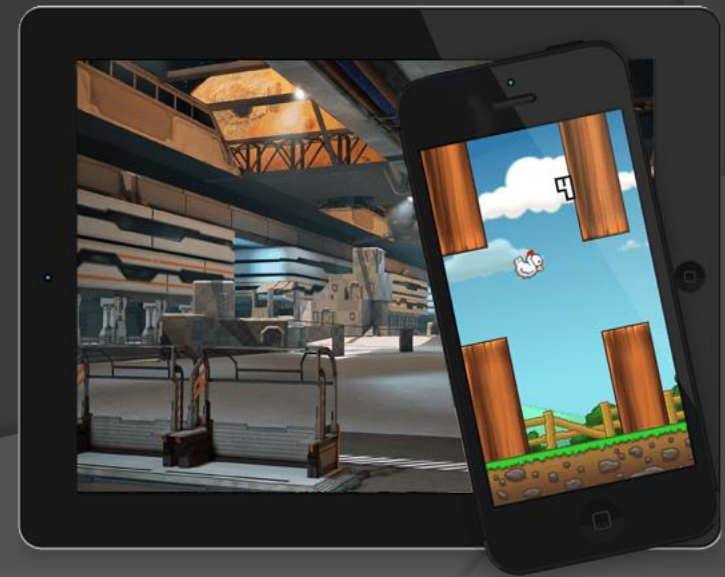
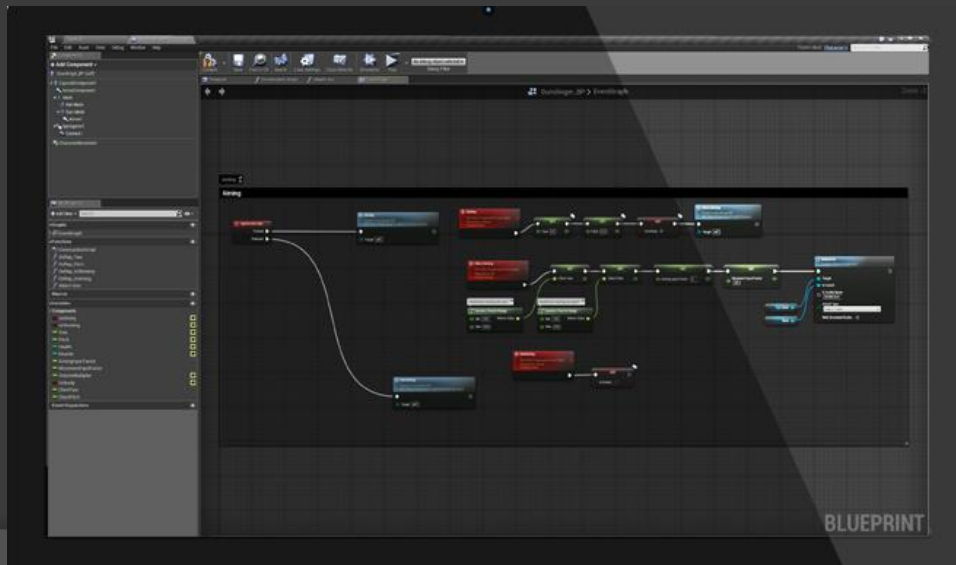
UNREAL
ENGINE

“Real” Dev Tool, No Hand Holding

Very Robust, Built for Games including 3D

Can Publish to iOS, Android, PC, Wii, PSN, XBLA
and more

Professional Development Tool



RESOURCES: ASSETS/TOOLS

Extra Credits

- www.youtube.com/user/ExtraCreditz
- Videos about game design, theory, history



Gamasutra

- www.gamasutra.com/
- Tech, Career tutorials

Our Properties: [Gamasutra](#) [GameCareerGuide](#) [IndieGames](#) [GDC Vault](#) [GDC](#) [IGF](#)

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 **PROGRAMMING**

 **ART**

 **AUDIO**



Devs Answer: How will the Brexit decision impact your business? 11 

Blog: Here's (probably) why VR made you sick at E3 4 

Oculus swears off the use of hardware checks as DRM on PC 1 

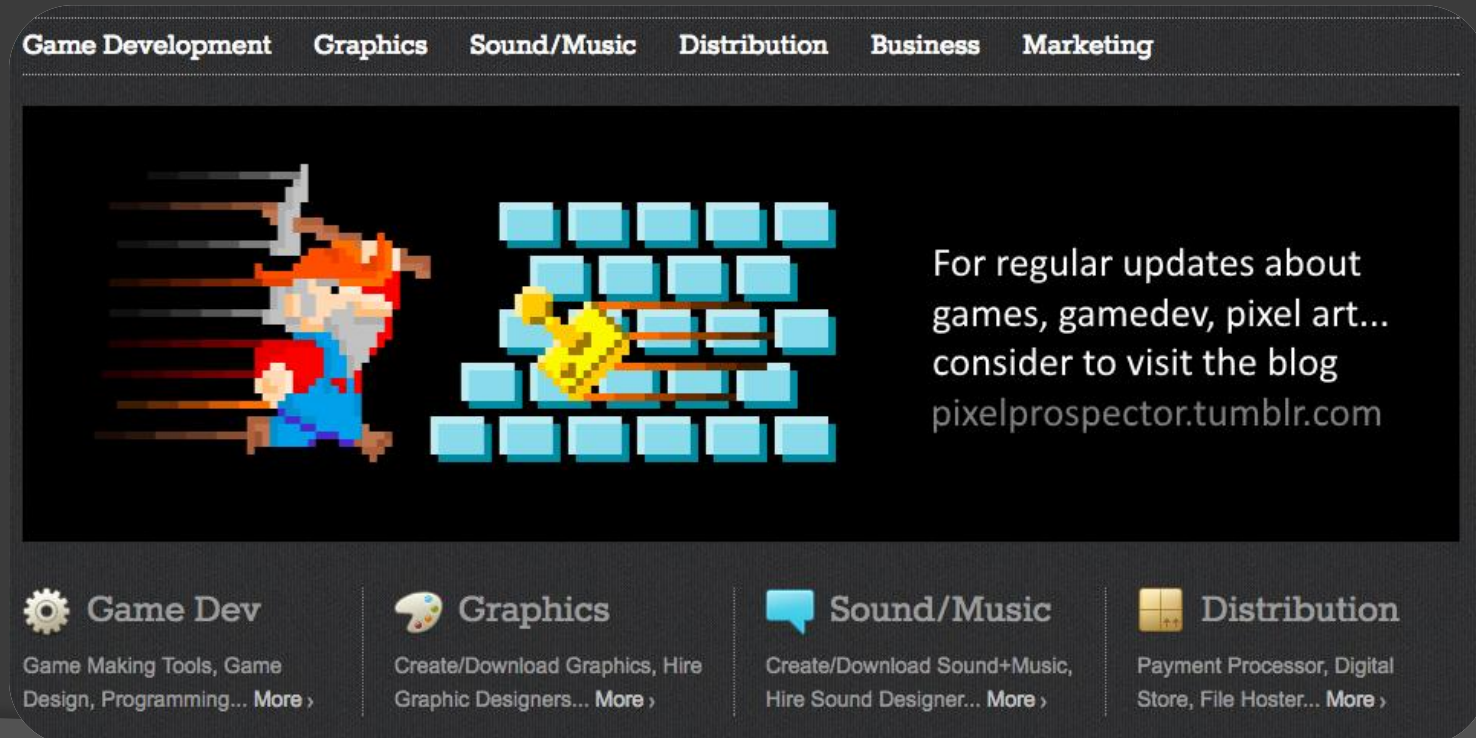
The Disco Generator: 2 

*DOWNLOAD
AMAZON'S
FREE GAME
ENGINE*



Pixel Prospector

- www.pixelprospector.com
- Collection of Indie development assets and links



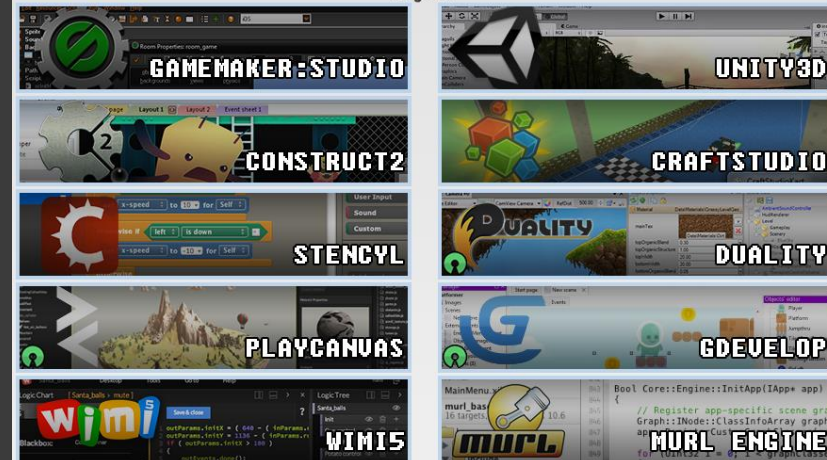
Ludum Dare Tool List

- ◉ <http://ludumdare.com/compo/tools/>
- ◉ Collection of Indie development assets and links

Audio Tools



Engines

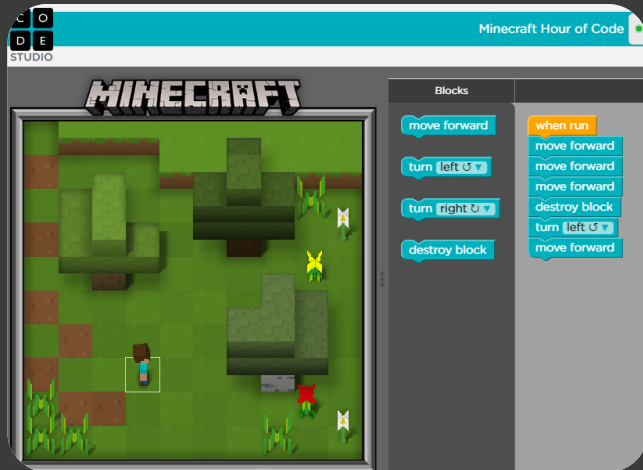


2D Graphics Tools

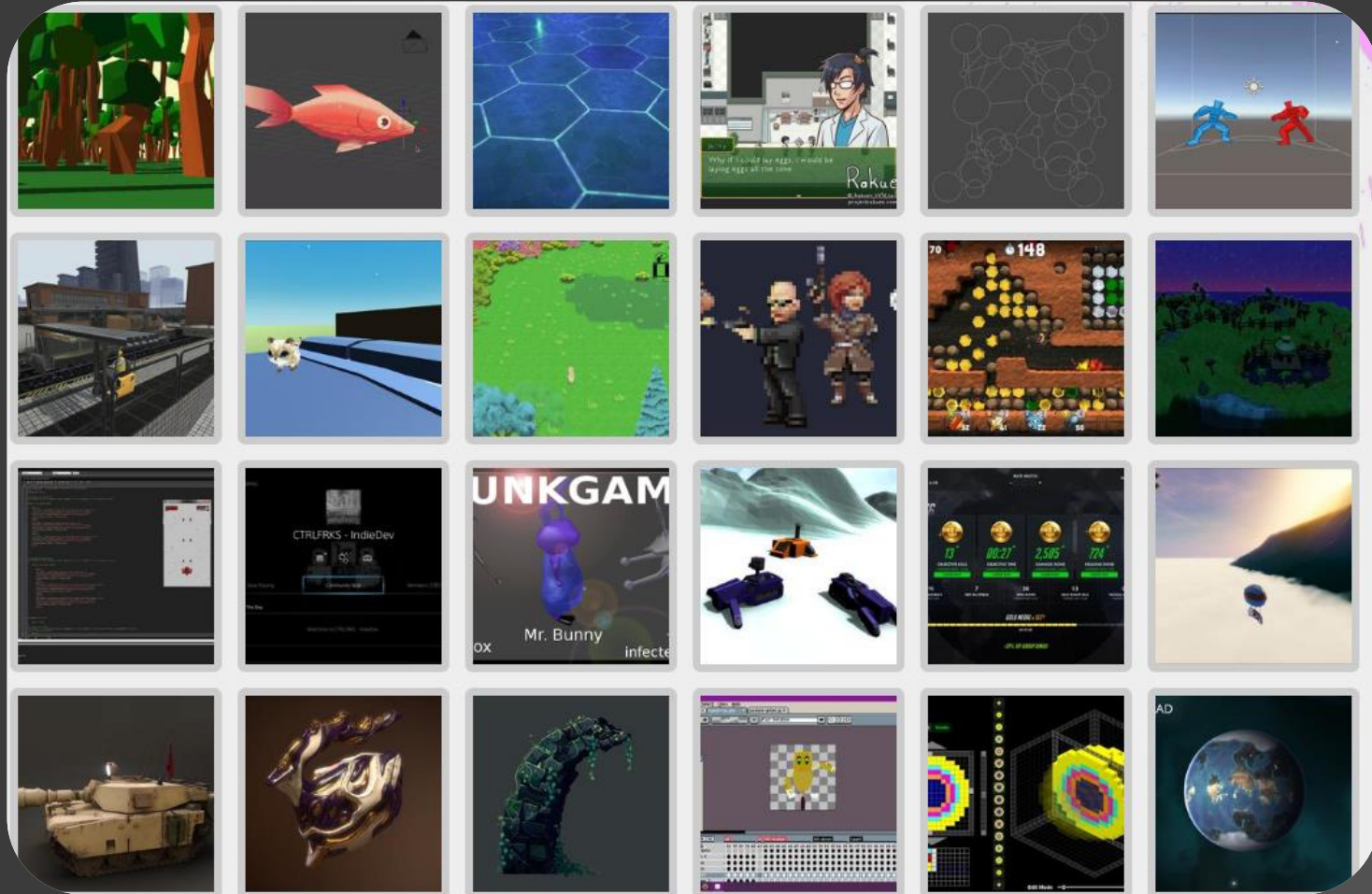


Hour of Code

Code.org



#screenshotsaturday



Engines (very partial list)

- ◎ Unity
 - unity3d.com
- ◎ Unreal
 - unrealengine.com
- ◎ GameMaker
 - yoyogames.com/gamemaker
- ◎ Scratch
 - scratch.mit.edu
- ◎ Twine
 - twinery.org

Miscellaneous Resources

- ⦿ Business and Legal
 - www.gamesindustry.biz/
- ⦿ Art Critic and Technical
 - polycount.com/
- ⦿ VR Overview
 - www.roadtovr.com/
- ⦿ Curated links to tutorials and assets
 - zeef.com
- ⦿ VR Tutorials
 - github.com/misslivirose/learnvr
 - www.packtpub.com/books/content/cardboard-virtual-reality-everyone

Miscellaneous Resources

- ⦿ International Game Developer Association
 - www.igda.org/
- ⦿ Programming lessons
 - www.codecademy.com
- ⦿ Math, Physic, Programming lessons
 - www.khanacademy.org
- ⦿ Games for Change
 - www.gamesforchange.org/
- ⦿ Pixar in a Box
 - www.khanacademy.org/partner-content/pixar



Miscellaneous Resources

- ◎ Black Girls Code
 - www.blackgirlscode.com/
- ◎ Girls Who Code
 - girlswhocode.com
- ◎ Women Programmer Bootcamp
 - adadevelopersacademy.org/
- ◎ learntocodewith.me/posts/13-places-women-learn-code/
- ◎ Women Programmer Support
 - www.girldevelopit.com

RESOURCES: GAME JAMS

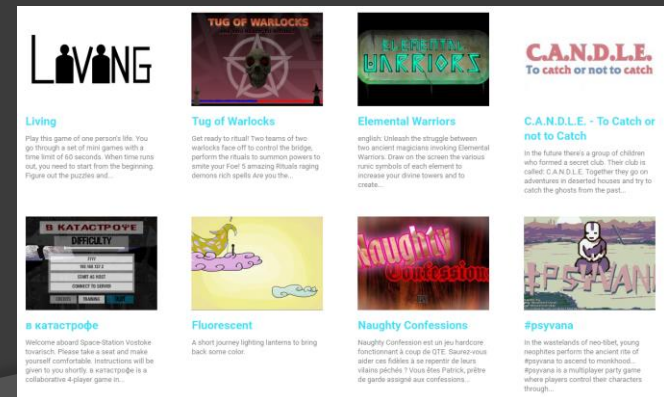
Game Jam

- Make a game in a short time (2 – 7 days)
- Build a Community
- Learn new skills
- Hold your own
- Or join on line
- Theme Based



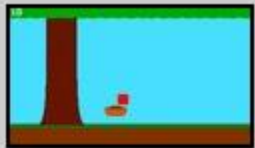
Global Game Jam

- World Wide
- Annual
- Very Large
- Very Organized
- Next one: January 20-22 2017
- Has events in Portugal



Ludum Dare

- World Wide
- More Frequent (every few months)
- Mini Ludum Dare



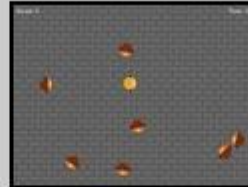
Apple Catch
Josh0



Catch the Butterfly
fedor2612



Crappy Tree House
FireFlame74



Freeze
Ashimleat



Hornet Pick Up
derpybunneh



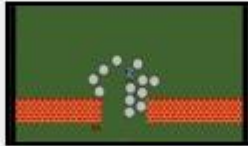
Little Red Running
OutbackPixels



Rayuela XXI
icattamaranvk



Sandcastle
blueberry_thief



SuperMC123
SuperMC123



Test Simulator 2016
Xtreme



Top Down Movie
ArrowBlox Studios



🕒 Host Your Own Game Jam Construction Set

Toolbox Jam

Hosted by [Gaeel](#) · [#toolboxjam](#)

125 Joined 32 Entries

[Overview](#) [Submission feed](#) [Entries](#) [Screenshots](#) [Community](#) 4

Submission open from May 18th 2016 at 11:47 AM to Wednesday at 3:00 PM

Submissions due in	2 days	14 hours	46 minutes	20 seconds	Join jam
--------------------	--------	----------	------------	------------	--------------------------

Let's make tools!

Inspired by the Mini LD Tool Jams ([Mini LD #3](#) & [Mini LD #51](#)), I want to help this happen again.

The concept is simple: Make a tool, that you or another person can use, that will help them make a game!

The rules are also simple:

- A **tool** can be anything
 - Program
 - Plugin
 - Library
 - Printable drawing templates
 - Work method
 - Really, anything!

The logo for "A Game by Its Cover 2016" features a stack of four overlapping rectangular frames in blue, yellow, green, and red. The top frame is white and contains a stylized "CC" logo with a small "BY" underneath, representing Creative Commons.

A GAME BY ITS COVER 2016

HOSTED BY [LUDONAUT](#), [DOM](#), [MATT SEPHTON](#) · [#AGBIC](#)

126
JOINED

[OVERVIEW](#) [COMMUNITY](#) 3

SUBMISSION OPEN FROM THURSDAY AT 5:00 PM TO JULY 31ST 2016 AT 5:00 PM

STARTS IN 3 DAYS 16 HOURS 45 MINUTES 42 SECONDS

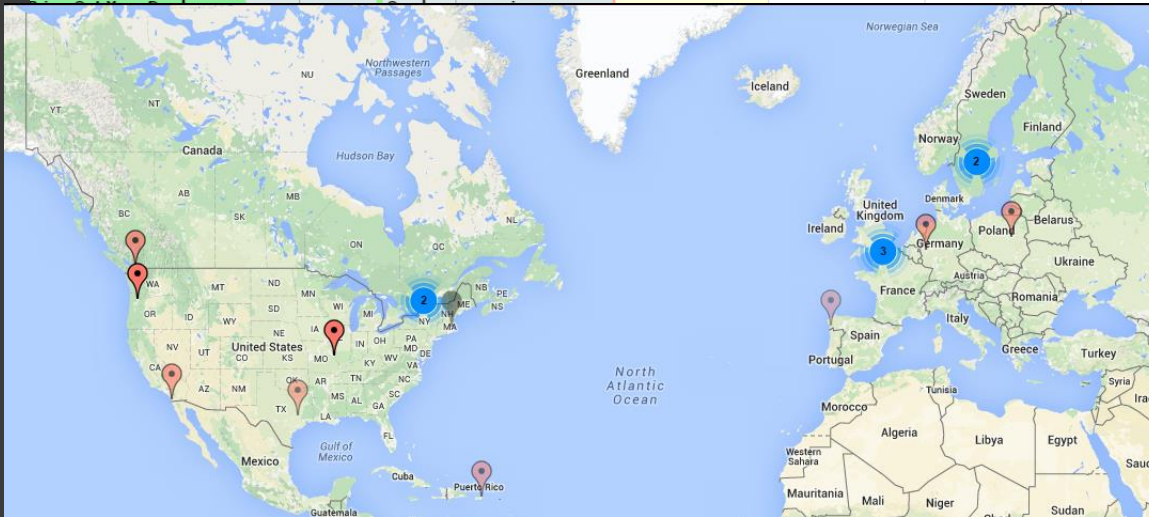
[JOIN JAM](#)

MAKE A GAME INSPIRED BY FAMICASE COVER ART

INDIE GAME JAMS

Find a Game Jam Near You

23	24	25	26	27	28	29	30	1	2	3
THU	FRI	SAT	SUN	MON	TUE	WED	THU	FRI	SAT	SUN
Forever Jam										
BL Jam										
A Batch of Batch										
2016 Jam										
MiniLD #68 - Childhood Memories								One Game A Month		
UnderJam								Summer Novel Festival		
Cinémathèque Jam										
Jam Jelly Jam										
Scary Pixels Jam							HTML5, CSS3 or JavaScript Game Jam			
Game Jam Latinoamérica No.1				bitbitJAM3			A Game By Its Cover 2016			
Scare Some YouTubers 2016										
Birthday Jam								Lynch Jam		
DystopiJam										
Anime RPG Challenge								Big Awful Jam 2016		
The Mystic Western Game Jam								Handmade Graphics Game Jam		
								Epic Game Jam		
								One hour game jam		



Train Jam

- Make a game on a train
- February 22-25 2017 on way to GDC
- (Game Developer Conference)

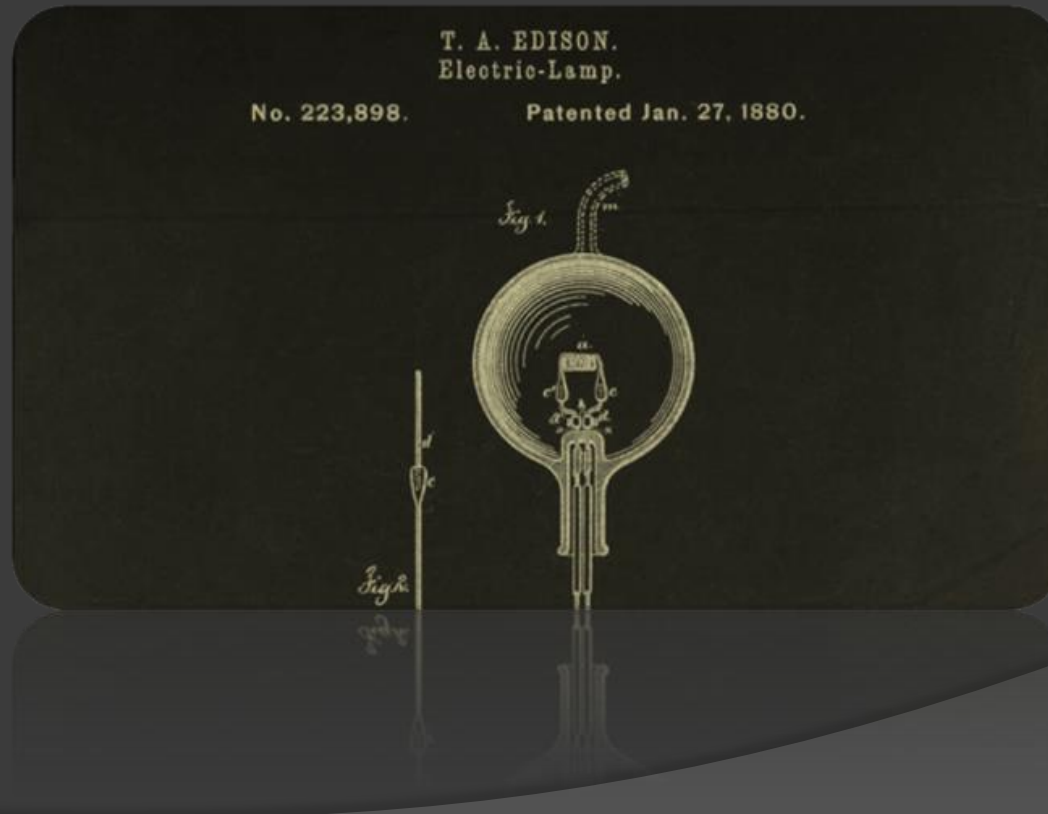


CONCLUSIONS

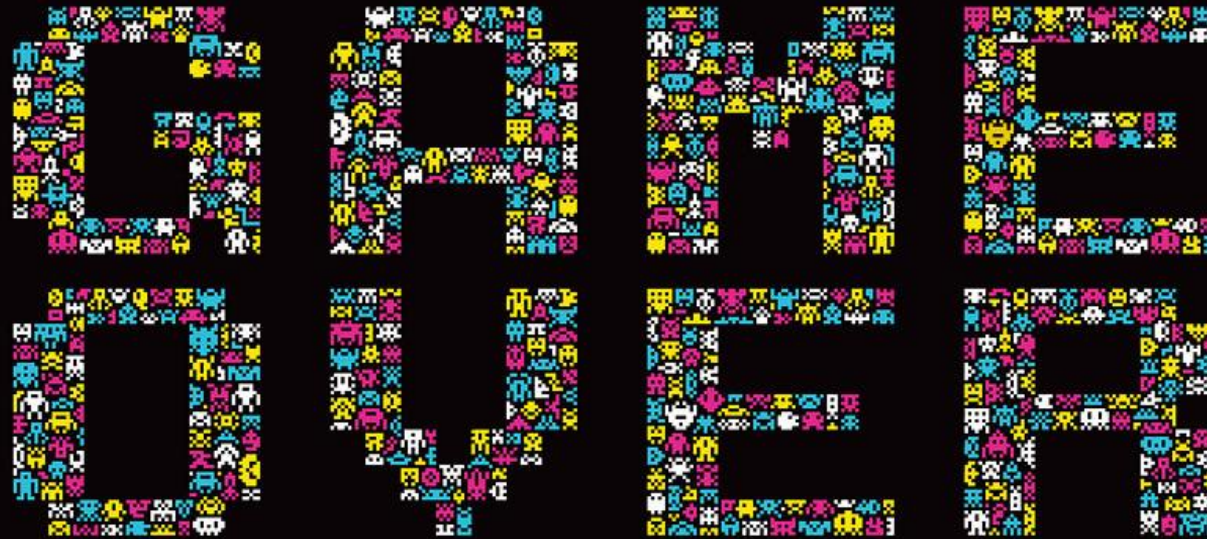
“Failure isn’t only an option, it is
a requirement.”
Games Are Iteration



“I have not failed. I’ve just
eliminated one thousand ways
that won’t work.”
Thomas Edison



QUESTIONS?



Download this talk at: http://bit.ly/Portugal_JW

GAMES FOR GOOD



THIS WAR OF MINE

IN WAR, NOT EVERYONE IS A SOLDIER



This War of Mine

- Survive as a civilian in a war zone
- Food, Shelter, Medicine, Sleep, Warmth



Westport Independent

A game about Newspaper censorship



Stay open, keep staff alive,
increase circulation. Do you lead
population in revolt or roll over?

The Westport Independent has been shut down. The
employees have been arrested, and you have been charged
with high treason.

**ESTABLISHMENT
CLOSED
INDEFINITELY**

By the
Loyalist Government



1979: Iranian Revolution



Photography the revolution. Which side do you support?



Cart Life

A game about income inequality



CHARACTER SELECT



**ANDRUS
SMOKING**

PRESS THE LEFT OR
RIGHT ARROW KEY TO
NAVIGATE THIS MENU.

TO CONFIRM YOUR
CHOICE, PRESS ENTER.

NAME: **ANDRUS PODER**

OPERATION: **NEWSPAPER STAND**

PRODUCT: PRICE SPEED

MONEY: **\$2250.00**

NOTES: FOLLOWING MONTHS OF TURMOIL, ANDRUS IS SEEKING TO
REBUILD HIS LIFE BY STARTING A NEWSPAPER STAND IN A
NEW TOWN WITH HIS CAT, MR. GLEMEOVSKI.

CHALLENGE: FIND A PLACE TO LIVE IN PROXIMITY TO MARKET

SPECIAL: - 5%
- 10%
- 15%

ADDICTION:



**WORK HARDER.
HARD WORKER.**

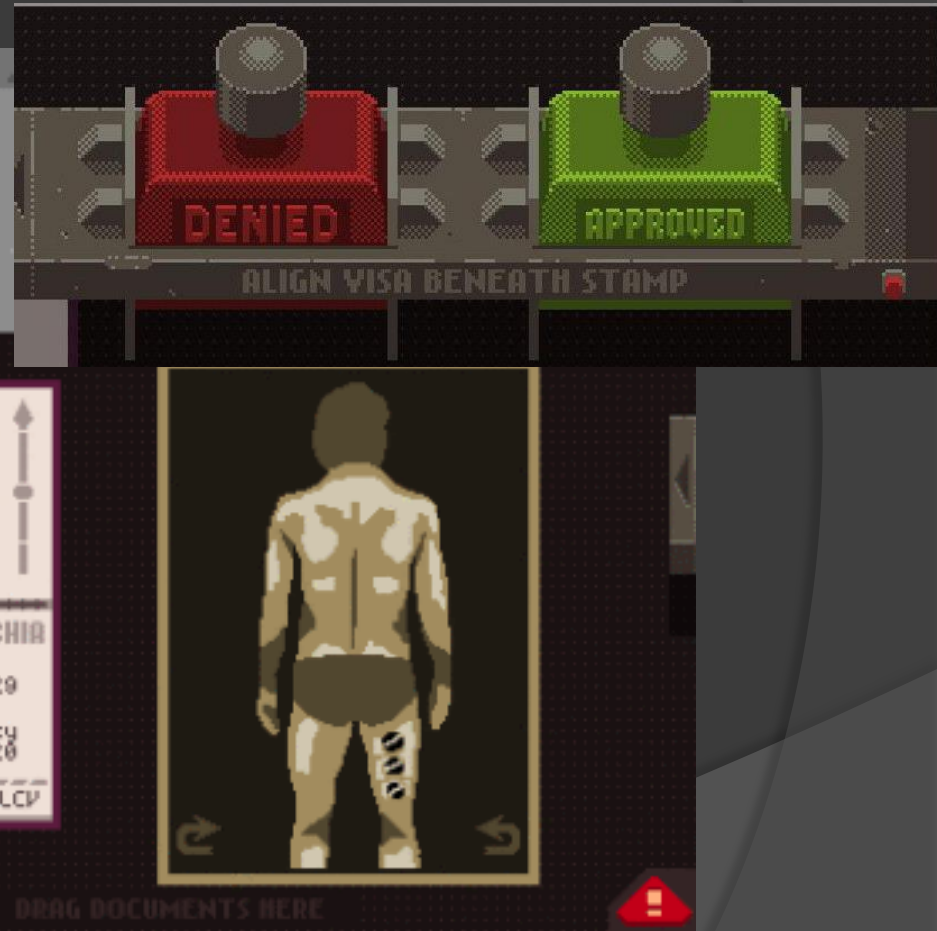
TM

Papers, Please



Time/Resource Management

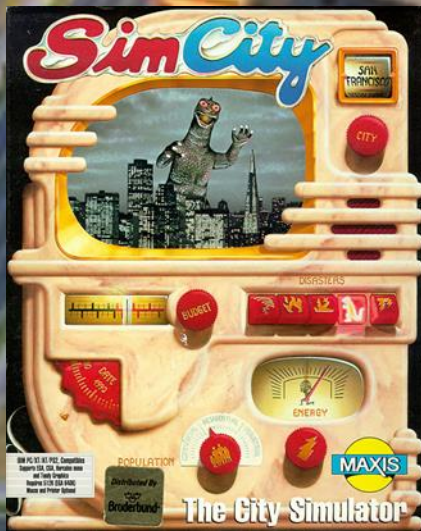
Dystopian Future, catch smugglers, feed your family



SimCity/Skylines

Urban Planning (taxes, roads, police and Aliens)





Football Manager Rules Education



LOCAL

FOOTBALL MANAGER COULD BECOME PART OF PE HOMEWORK AT SCHOOLS



A TEACHER today said video games, such as Football Manager, could be introduced to PE classes in North-east schools.

The potential plans were discussed during a meeting of the Scottish Association of Teachers of Physical Education.

The concept was brought forward by Len Almond, former foundation director of the British Heart Foundation National Centre, and could see games such as Football Manager and Just Dance being introduced to physical education lessons.

Football Manager

- Salary/Wage Budgets
- Math Principles, Averages
- Economic Basics
Supply and Demand
- Wage Structure

Summary	Expenditure	Income	Salary
Item	Last Season		
Player Wages	1	£62,914,397	
Staff Wages		£4,166,726	
Non-Football Costs		£26,406,779	
Bonuses	2	£19,375,290	
Signing On Fees	3	£7,208,215	
Dividends		£0	
Players Bought	4	£54,594,052	
Ground Maintenance		£8,071,302	
League Fines		£0	
Loan Repayments and Interest		£2,402,459	
Tax		£17,581,533	
Other		£16,007,228	
Match Day Expenses		£10,962,205	
Renewal Signing On Fees	5	£9,778,045	
Total		£239,468,231	

91

24

4/3/1990

Contracted to Hajduk

0 apps

0 goals

7 U21 apps

0 U21 goals

€8K

per month

€5.25K

after tax

6/30/16

expires

€375K

value

96 kg

weight

201 cm

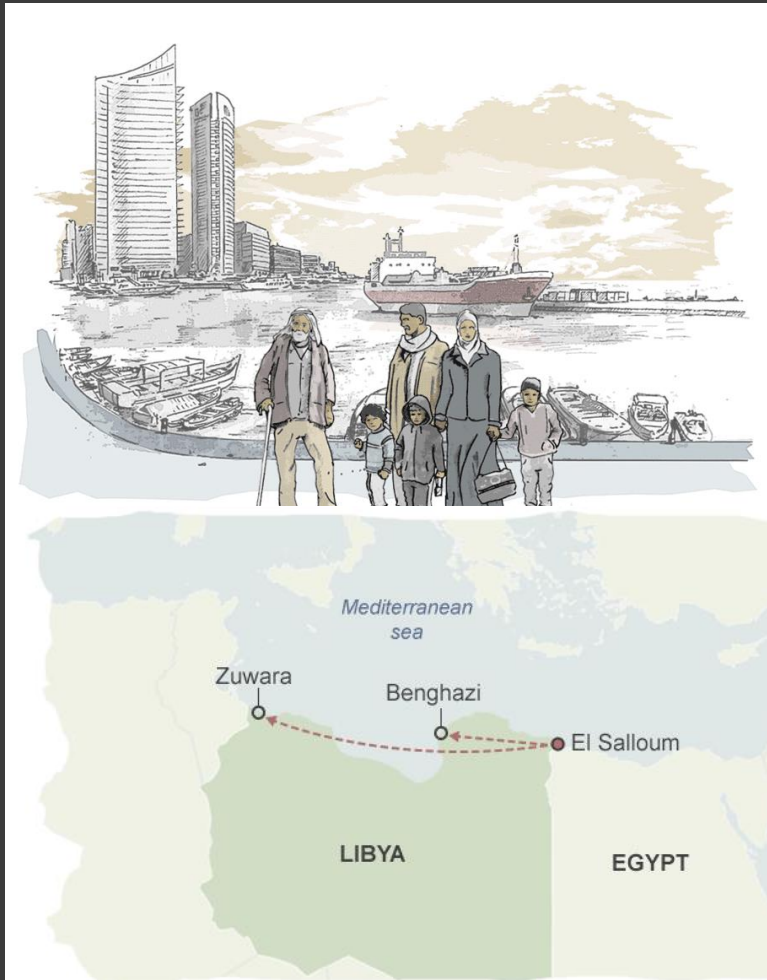
height

Left Only

footed

Goalkeeper

Syria



<http://www.bbc.com/news/world-middle-east-32057601>

<http://www.desura.com/games/endgamesyria>

That Dragon Cancer

- One family's interactive story of cancer, faith, love, hope and loss



ANNOUNCING MINECRAFT: EDUCATION EDITION



Arriving this summer, the new title aims to reach more educators around the world with a richer set of features and a thriving community.



Lesson Plans

We have provided lessons spanning primary, intermediate, and secondary school for use with your students. Also consider existing curriculum that could be adapted to use Minecraft: Education Edition.

Ages 5-9

Creating A Virtual Community

Factors & Multiples

Landmarks In The Community

Story Setting

State History

Ages 10-13

Preventing Urban Sprawl

Loss of Biodiversity

Ignoring Climate Change

Fraction Stories

Deforestation

Storytelling (Baddlands)

Ages 14+

City Planning

Sustainable Living

Solar Planning

Rube Goldberg Machines

Hey educators, want to submit your lesson plans and provide curricular resources for your peers? Click below to upload your lesson, and we'll get in touch when it's published.



[NEWS](#) [FORUM](#) [WIKI](#) [SERVERS](#) [BUY](#) [ACCOUNT](#)

“ [Other games] don't encourage the kind of ethical decision making that will be required of future pioneers. Perhaps ECO can offer a solution. ” JORDAN SHAPIRO **Forbes**







How Pollution And Hydrology Work



How The Player-Run Criminal Justice System Works (PvP)



How Land Ownership Works



How The Player-Run Economy Works

CLASSROOM SPECIAL

\$500

A digital copy of the game for every student and teacher in a classroom of your choice. Students for the next five years in that class will receive the game for free (up to 100 keys per year). Students will have the option to alpha/beta test the game as a group and participate in the development, listing their names in the credits if desired.

Unique ability to tame a wolf and a hare (applies to one user).

Access to source code and art assets of Eco. Ability to submit changes for possible integration. Direct connection with the team and ability to chat with them and share task planning.

Includes four digital copy of the game. Includes versions alpha, beta and final (Steam key). In-game icon as an alpha backer.

One membership on the development forums and Slack.

Civilization EDU (2017)

- Educational Support for Civilization
- Franchise since 1991
- Lesson Plans



Queue



Videogames to treat PTSD via Exposure Therapy

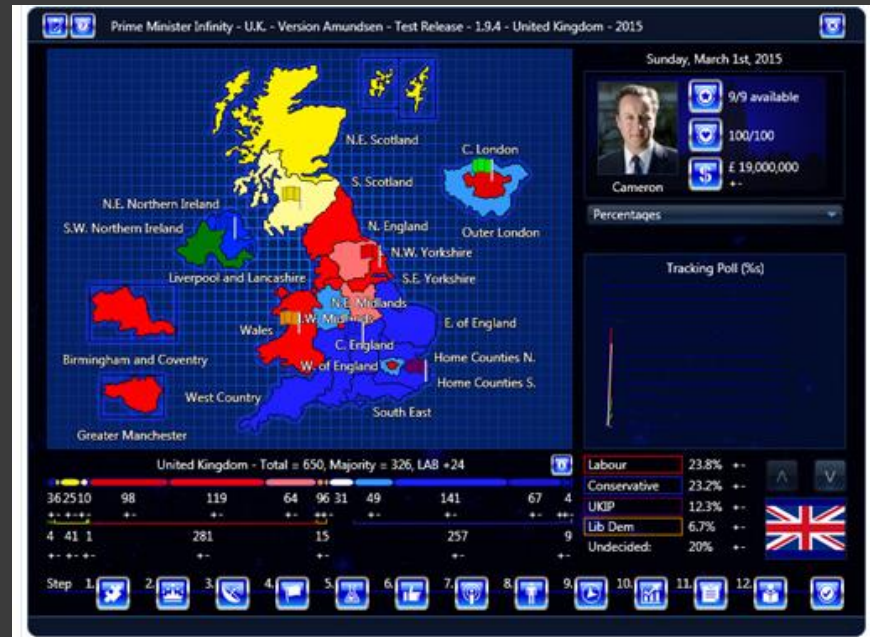
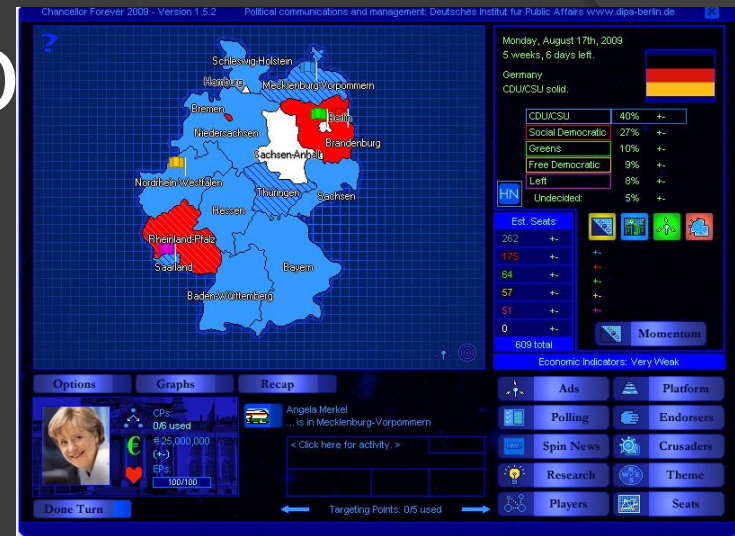
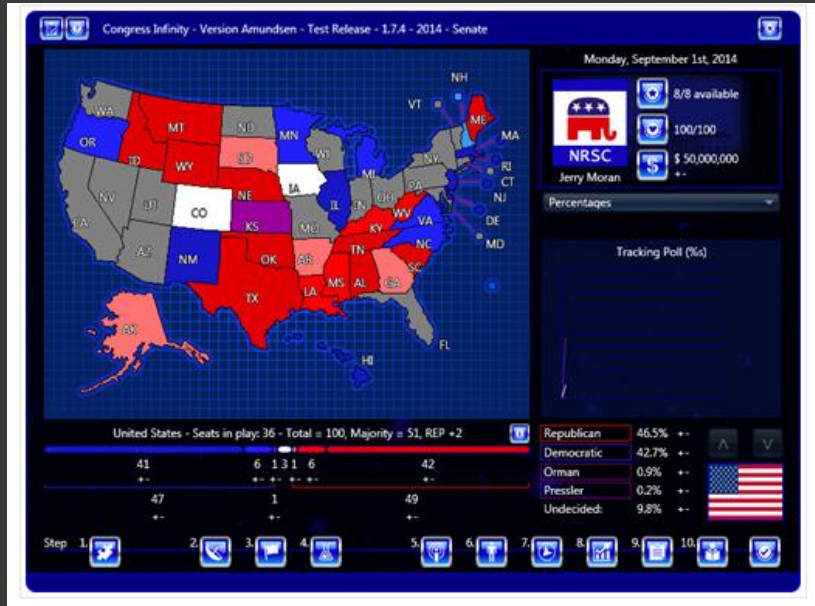


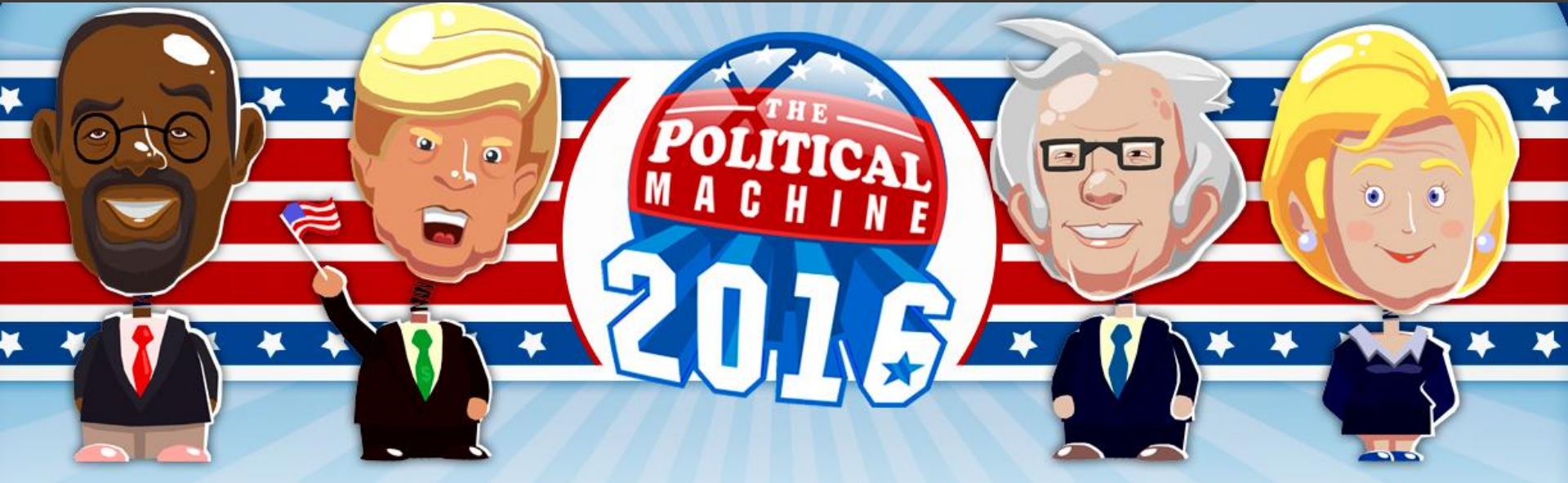
Tetris used to treat PTSD

interrupts involuntary recall of traumatic events

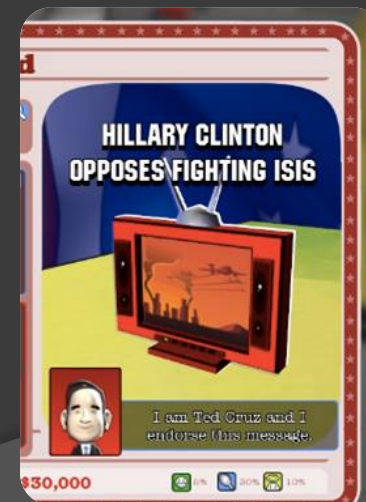


Election Simulation



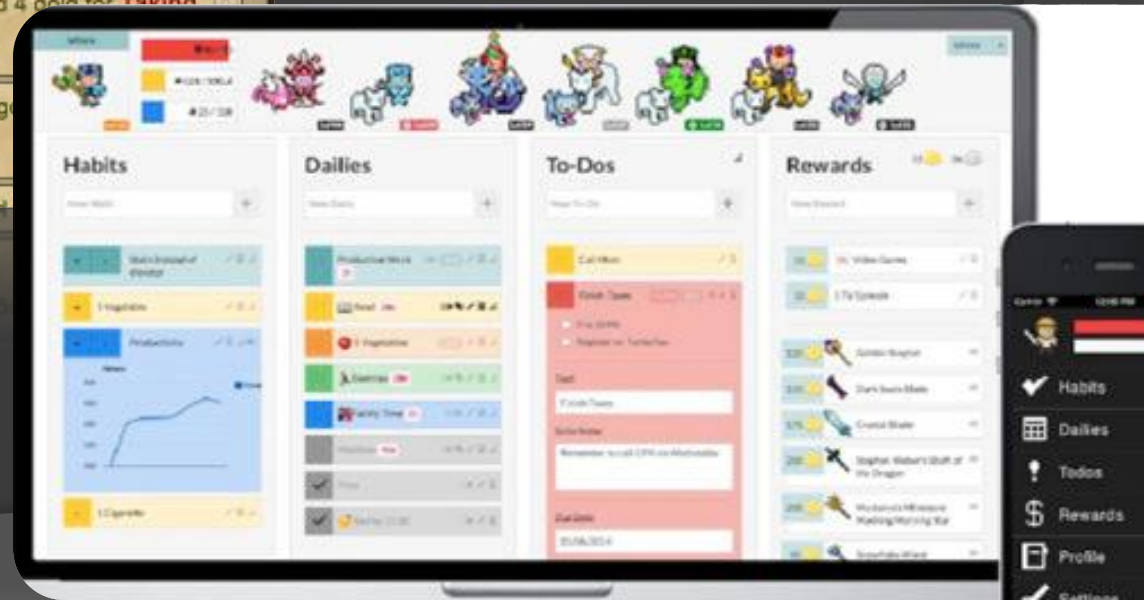


- Buy ads
- Hire advisors
- Give speeches
- Raise money
- Win Endorsements



Chore Wars/Habit RPG

Turn Doing the Dishes and Taking Out the Trash into an RPG





CLASSCRAFT

- Gamification of your Classroom
- Reward students, analytics



Increases student motivation
through real risks and rewards.

Teaches meaningful collaboration
by placing students in teams and
making their success interdependent.

Improves classroom behavior
by gamifying the classroom
experience and making learning fun!

RESOURCES: SPACE GAMES



SPACE GAMES



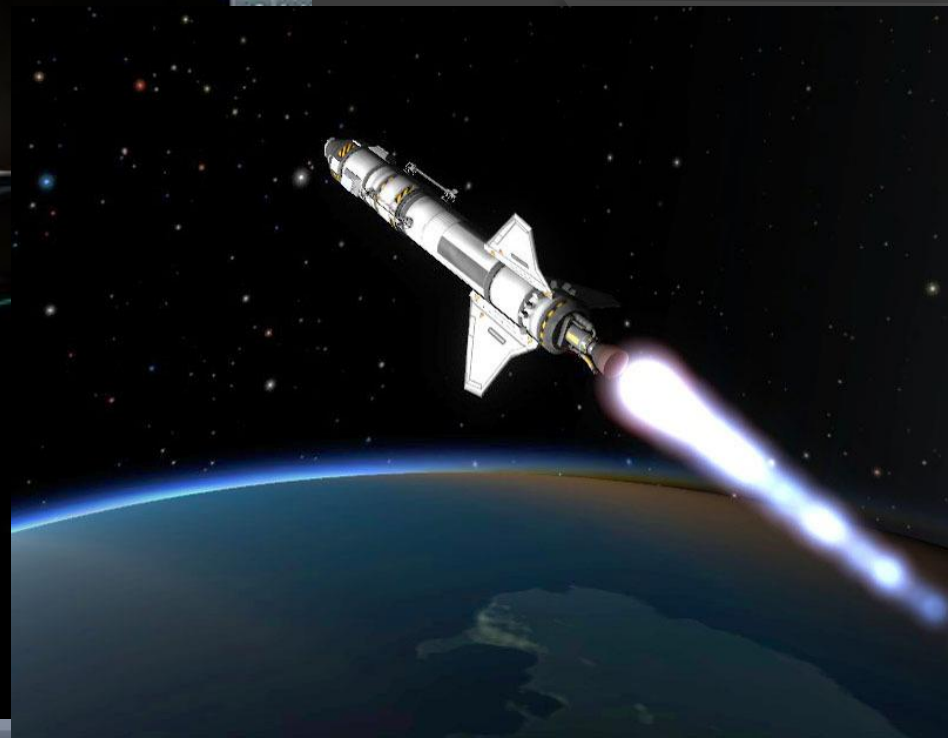
KERBAL

SPACE PROGRAM

Kerbal Space Program

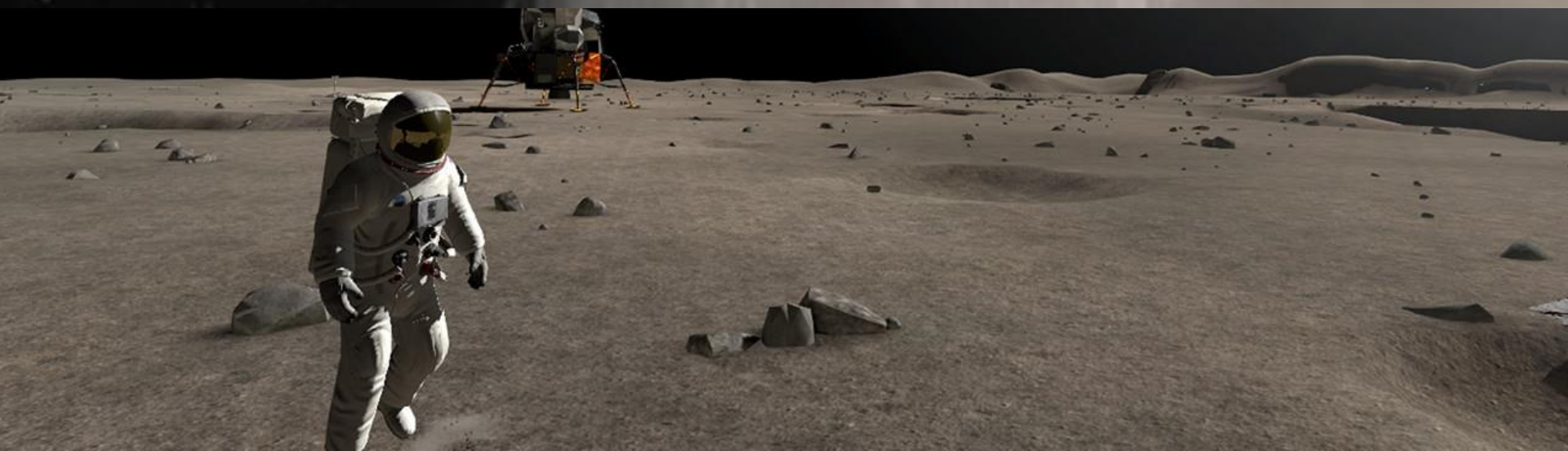
- An approachable, serious simulation, with a goofy exterior.
- Design, test, build and fly your own rocket designs using realistic physics principles
- Educational version with lesson plans and standards alignment





Apollo 11

VR EXPERIENCE



Apollo VR Mission

- Historically accurate spacecraft interiors and exteriors
- Original NASA cockpit audio and data from 1969
- Relive the entire mission

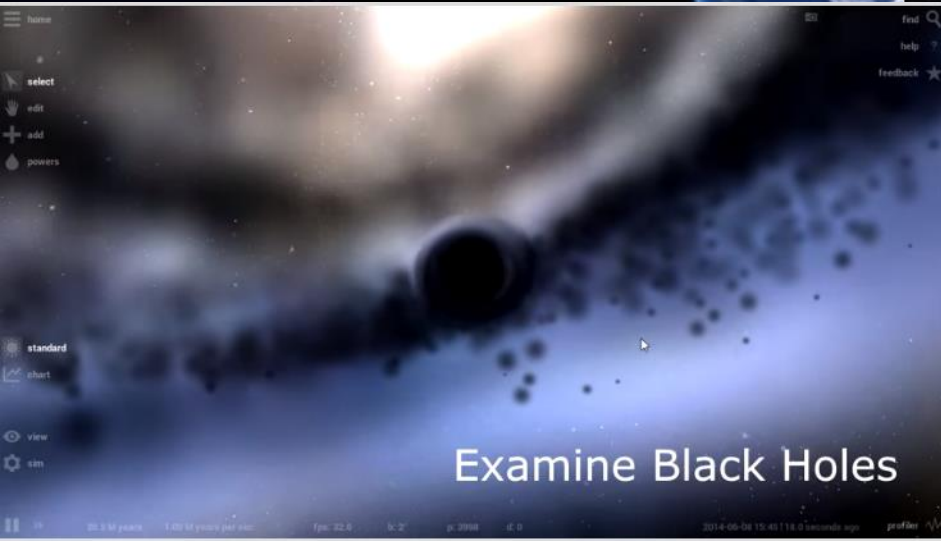




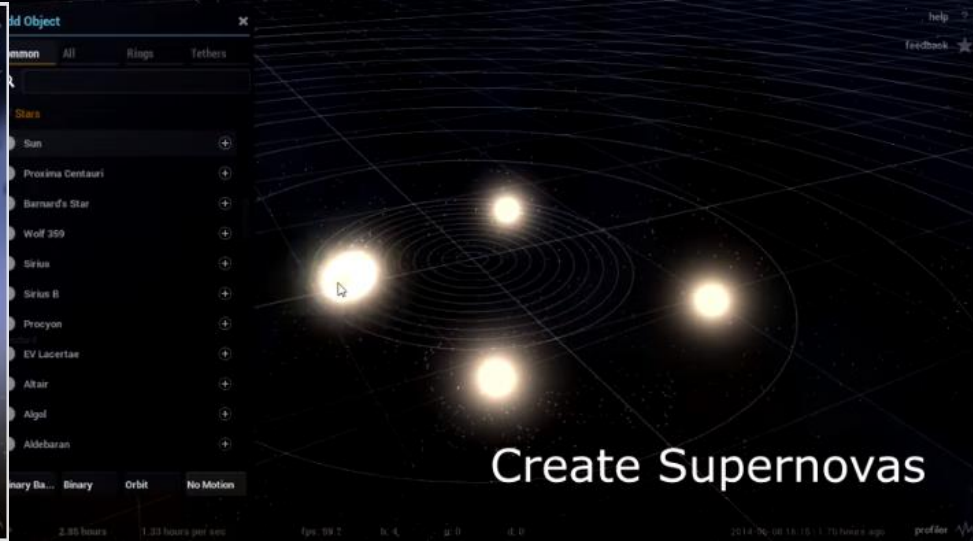
Bombard the Moon



Collide Galaxies



Examine Black Holes



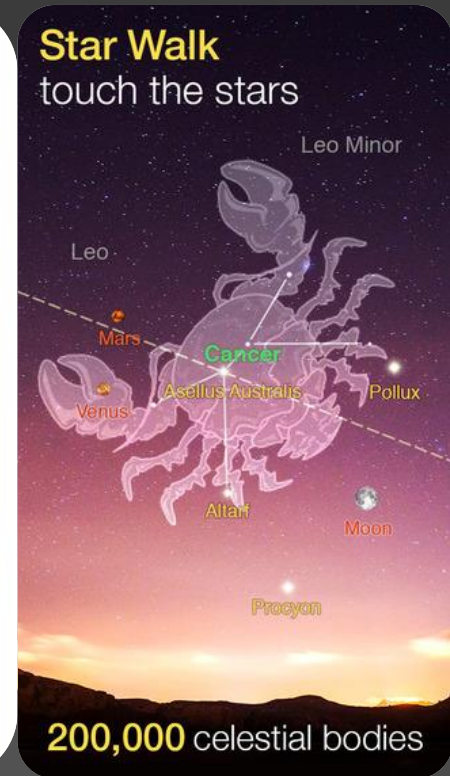
Create Supernovas

Universe Sandbox

- ⦿ Simulate Gravity/Compress Time
- ⦿ Collide Planets and Stars
- ⦿ Model Climate Change
- ⦿ Create Supernovas
- ⦿ Build Planets, Stars, Solar Systems
- ⦿ Examine Black Holes


Starwalk for Smartphone

- Point your phone at the sky and find stars, constellations and more.




SkyView for Smartphone

Point your phone at the sky and find stars, constellations and more



MARS
FOURTH PLANET FROM THE SUN

Classification Terrestrial Planet
Right Ascension 12h 14m 16s
Declination +00° 36' 26"
Azimuth 272°
Elevation -2°
Distance from Earth 2 Au
Equatorial Radius 3,390 Km




INTERNATIONAL SPACE STATION
SPACE STATION, ABOVE HORIZON

Operated by Expedition crews of six astronauts and cosmonauts, the ISS has been occupied for over 10 years.

Set notifications for stargazing events!

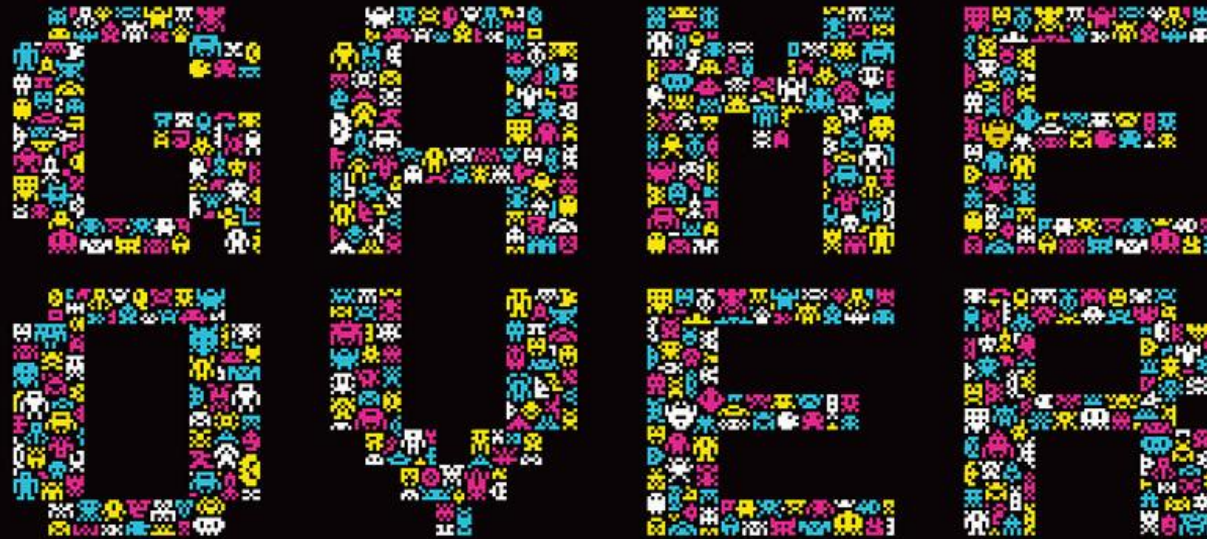
- Moon**
The Moon is in its First Quarter phase and can be seen right now in the southwestern sky.
- Capella**
Right now, if you look up towards the northeastern sky you might see Capella.
- Sirius**
Sirius will be rising above the horizon tonight in the southeastern sky.
- Jupiter**
Planet Jupiter will be rising above the horizon after midnight in the eastern sky.
- Arcturus**
Arcturus will be rising above the horizon tomorrow morning in the eastern sky.
- International Space Station**
If the sky is clear tomorrow morning, the ISS will be visible in the northeastern sky.
- Tiangong 1**
If the sky is clear tomorrow morning, Tiangong-1 will be visible in the northern sky.



SCORPIUS
CONSTELLATION, ABOVE HORIZON

Scorpius is a large constellation located in the southern hemisphere near the center of the Milky Way.

QUESTIONS?



Download this talk at: http://bit.ly/Portugal_JW

RESOURCES: VR

VR/AR HMD




VIVE
htc | STEAM VR



tom's




oculus
rift



PlayStation VR



VR/AR Success

- Untethered
- Social
- Walled Garden
- Killer App



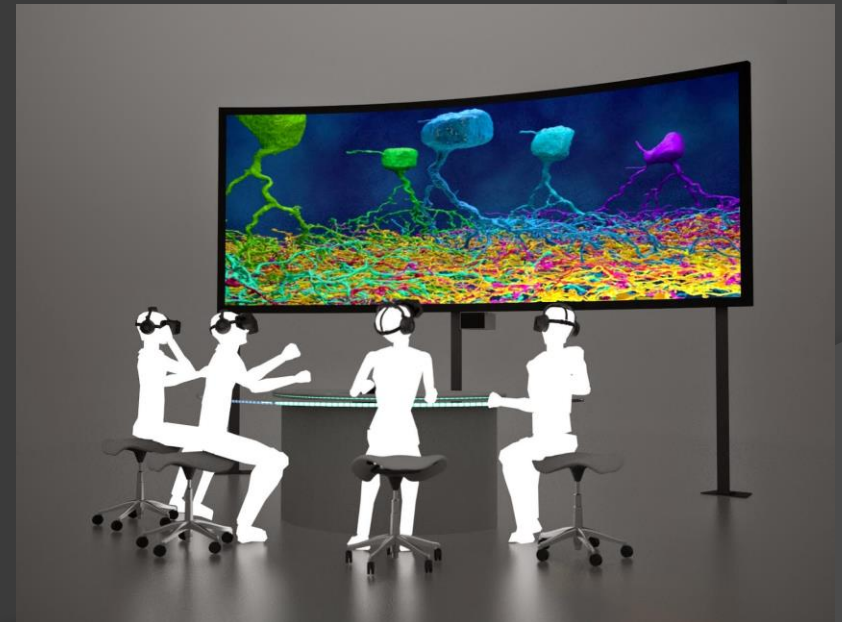
VR/AR

- ◉ Untethered
 - No cables to trip over
- ◉ Social
- ◉ Walled Garden
- ◉ Killer App



VR/AR

- ◉ Untethered
- ◉ Social
 - We are social animals
- ◉ Wall Garden
- ◉ Killer App



VR/AR

- Untethered
- Social
- Walled Garden

- High enough walls to protect customers, low enough walls to allow innovation

- Killer App



VR/AR

- Untethered
- Social
- Walled Garden
- Killer App
 - We will forgive any limitation, if it is fun



VR/AR

- Empathy Machine
- Time Machine
- High Consequence Training
- Desencencitization/Stress Inoculation
-

